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Howdy, wotcha and g'day! It's with great pride that I - your humble new editor - pen this, the first of (hopefully) many editorial columns. He of Smith's reign is at an end, but CD32 Gamer continues as strong as ever along the rocky road that is the computer games industry. We've always striven to provide the best, most up-to-date and authoritative monthly devoted to your numero uno CD console, and this is a tradition that I will be busting a gut to continue. At the expense of having a life (who needs it anyway?) I'm here to ensure that everything worth knowing be knownst to you, the readers, as fast as the printers can roll off each issue. Even as I write, fun-loving people everywhere are off to the pub to indulge in merryment and joy. Not me, tapping away at a hot Macintosh, for 'tis ten past eight of a Friday evensong — and I wouldn't have it any other way! Oh, alright then - I don't get paid enough to go out enjoying myself. An editor's lot is not an easy one! However, any donations would be gratefully accepted...

But enough of my problems. Nine whole reviews this ish, eh! Our best haul for some while, unless I'm very much mistaken. And people say the Amiga in general, and CD32 in particular, are in their final death throws, tsk! Despite the obvious and much publicised (and increasingly tedious) Commodore saga, those all-important people, the software publishers, continue to see the format for what it is - a highly lucrative and expandable, yes, expandable market. The SX-1 opens a whole new world to CD32 owners and the more units shifted, the more publishers are bound to take notice - so get out there.

This is traditionally a quiet part of the year. The Christmas rush is past. The games which were supposed to be out for Christmas but just missed out have been and gone. If we were ever going to struggle, this should've been the time, but as you can see, we've got the little blighters coming out of our ears. So raise a glass, furrow a brow and smile wryly at unsuspecting passers-by.

Enjoy the mag, and I'll see you again next month!

☐ Miles Guttery

Indeed, Miles is correct – I've handed over the reins of CD32 Gamer to the long-haired lout to concentrate on Super Gamer amongst other small, regional titles (hmm, sarcasm doesn't become me). Don't fret too much though, for I shall still be contributing on a regular basis and trying to keep the whole house in order. It's been fun, for the most part, although it'll be refreshing not to have to worry about Commodore's lack of exploits in time for the News section. Still, here's hoping that it's all sorted out soon.
So farewell reader, and rest assured – CD32 Gamer will be as glad, bad and mad as it ever has been!

☐ Mark Smith

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RECEPTIONIST: paula wood SUBS/MAIL ORDER: karen sharrock & 0202 299900
COVER ARTWORK: © 1995 core PRINTED IN THE UK BY: duncan webb offset LTD
DISTRIBUTOR: seymour international press, windsor house, 1270 london road, norbury, london sw16 4dh ✆ 081 6791899
ISSN: 1353-484X

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The very fact that you're reading this means you're no doubt at home and are at this very moment loading up the cover CD. Why else would you be reading the contents other than to kill time? Well, you can't play the games if you don't know how they work, can you?

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What's happening in the wide world of Amiga, video games, and beyond? Not much to be honest. It's that lull period — after Chrimbo and before summer. Hey ho.

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They haven't happened yet, but they're gonna! An in depth view of some of the delectable goodies coming your way in the next few months.

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ATR just missed this months deadline by a whisker so here's a load of screenshots to make up for it. Also a Work in Progress feature on the excellent looking *Legends* from Krisalis.

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Despite most of your average, good for nothing Amiga press almost howling with delight at the thought of the demise of the CD32, we here at CD32 Gamer say nay! Just look at all these great reviews – what more could a CD32 owner want?

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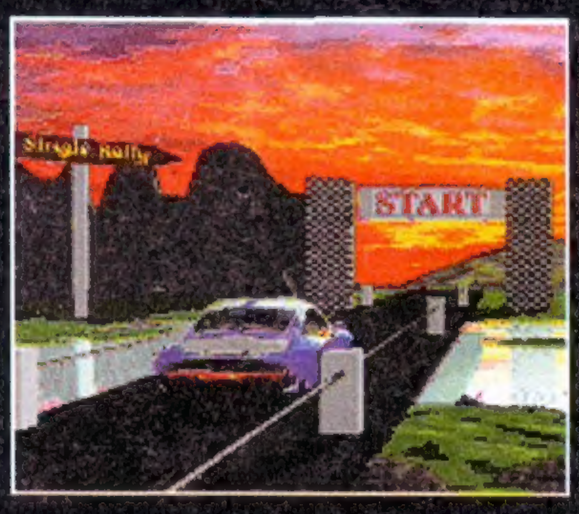

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Not only do we tell you which games are worth shelling out for, but we also tell you how to beat the buggers. The fruits of another hard month's work for the Guru are here including *Benefactor*, *Theme Park* and more *Jungle Strike*.

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If you think we're great, write in and tell us so. If you've got an opinion on anything related to the CD32, we'd be delighted to hear it. If you want to have a go at us about our apparent deafness when it come to criticism, please go elsewhere!

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Can't find that Gamer Gold from issue five? Trashed your joypad after getting killed on *Tower Assault* (again)? Here's the place to be. Everything you could could ever need to complement your CD32, and at very reasonable prices too!

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Every CD32 release ever in a nutshall. 1,000 word reviews summed up in one sentence. If it's good, it's good. If it's not, we say so in no uncertain terms. A software bible in only four pages.

CD instructions

WARNING THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS (*now!*). MASTERING PROBLEMS MAY CAUSE SOME DEMOS TO BE OMITTED. SEE CD FOR UP-TO-DATE INFO.

KingPin

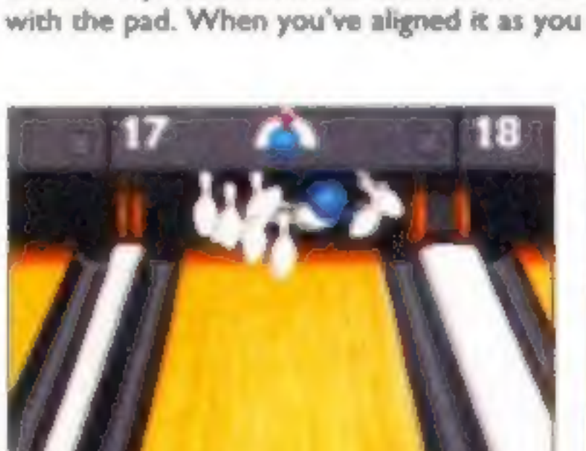
You name it. No matter how obscure it is, someone, somewhere has simulated it. Darts, horse-racing, I even remember an old Commodore 64 fishing sim endorsed by none other than Jack Charlton! However, nobody in the office recalls a ten-pin bowling game ever having appeared before. Well it has now, from Team 17, and here's a fully playable demo just to prove it.

I'm sure you've all, at some time in the past, been to a bowling alley. Be it as a birthday treat with your family, or just with friends. It's always a good excuse to quaff a few pints and wear some ridiculously colourful shoes without being laughed out of town.

The game's quite simple. The player picks up a rather weighty ball and rolls it down a narrow 'alley' towards the ten awaiting pins (you may know them better as skittles).

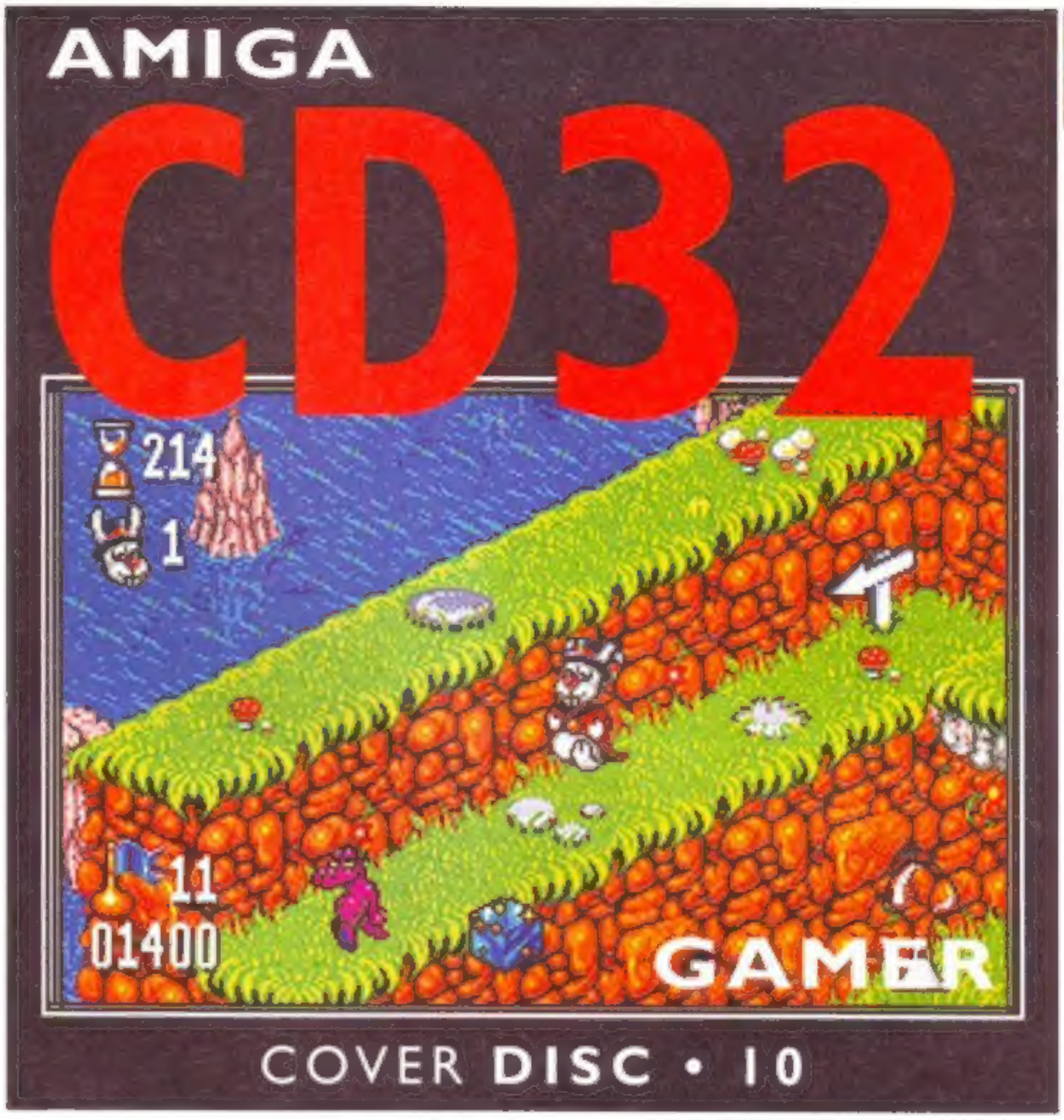
You get two goes to knock as many down as possible, receiving a point for each. Get them all in one go and it's a 'strike' which gives bonus points on the subsequent two shots. Knock down all with two balls and you get a bonus on the next shot only.

Anyway, cut the waffle. What you really want to know is how to get started, right? You'll see yourself at the bottom of the screen. The sprite can be moved left or right with the pad. When you've aligned it as you wish, press fire and an arrow will appear, moving left and right just about a third of the way down the alley. Click the button when you want to release the ball. You can apply spin by using after-touch. Move the pad left or right just after release to swerve it in that direction. You can also alter the pace of the ball at any point before its release by moving up and down on the pad. See the diagram screen-right. The more power you use the more likely you are to notch a strike, but the harder it becomes to keep the thing on target. You'll notice the more powerful the shot, the quicker the alternating arrow moves. Well, that's about all there is to it so, um... bye!



Alien Breed 3D

This could turn out to be one of the games of 1995 on the CD32 — and it's only March! *Tower Assault* was outstanding but this could well blow your mind! Unfortunately, as with *Whizz*, deadlines came and went before a playable demo could be arranged so there's a little something here to whet your appetite. You can't actually do anything, so just sit back and enjoy.



Rally Championship

There might be millions of pounds and huge sponsorship deals reserved for the stars of Formula One, but for taking part, there aren't many motor sports to rival the excitement and edge-of-the-seat exhilaration of rally driving. No more nicely designed chicanes and perfectly flat tarmac. Once you get off road it really is a case of man becoming at one with machine to negotiate seemingly impossible hazards at break-neck speed, or becoming at one with the inside of a hedge! Check out page 38 and you'll find a completely excellent review of Flair's corking isometric, pixilated interpretation of this wild n' crazy sport, fully justifying it's 89% rating. Want to know more? We're not the kind of people who'll sit here and tell you in black and white what's what. As everyone knows, computer games are a very grey area. Some are obviously crap, some are obviously not. However, a heck of a lot of it comes down to personal taste so have a look at *Rally Championships* and see for yourself what an extravaganza of mud-flying, rubber-burning action it is. What a generous lot we are, I don't know!

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Disc mastered by Multi Media Machine

faulty discs

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Please do not send any faulty disks back to Paragon as we will not be able to deal with them!

Multi media Machine

Not content with revolutionising our menu system, Multi Media Machine have also generously provided another sampler from their *Now That's What I Call Games* compilations of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun. Multi Media Machine can be contacted direct on: 01204 387410 and are always interested in new material.

PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

Whizz

The adventure of the tail-coated rabbit is without doubt one of the prettiest games ever to grace the CD32. Packed with cutesy graphics and a full colour palette, it's a feast for the eyes to be sure. It's also a darn good game but sadly we weren't able to bag a playable demo in time for this ish. Instead, gaze upon this rolling effort and see just how good it looks in all it's glory.

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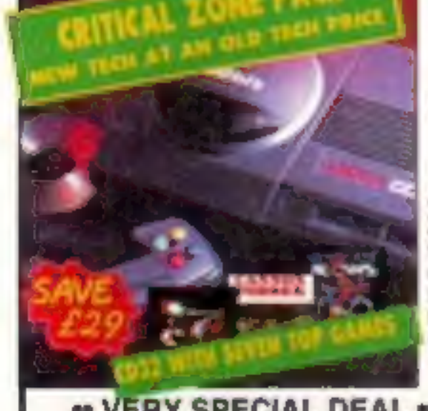

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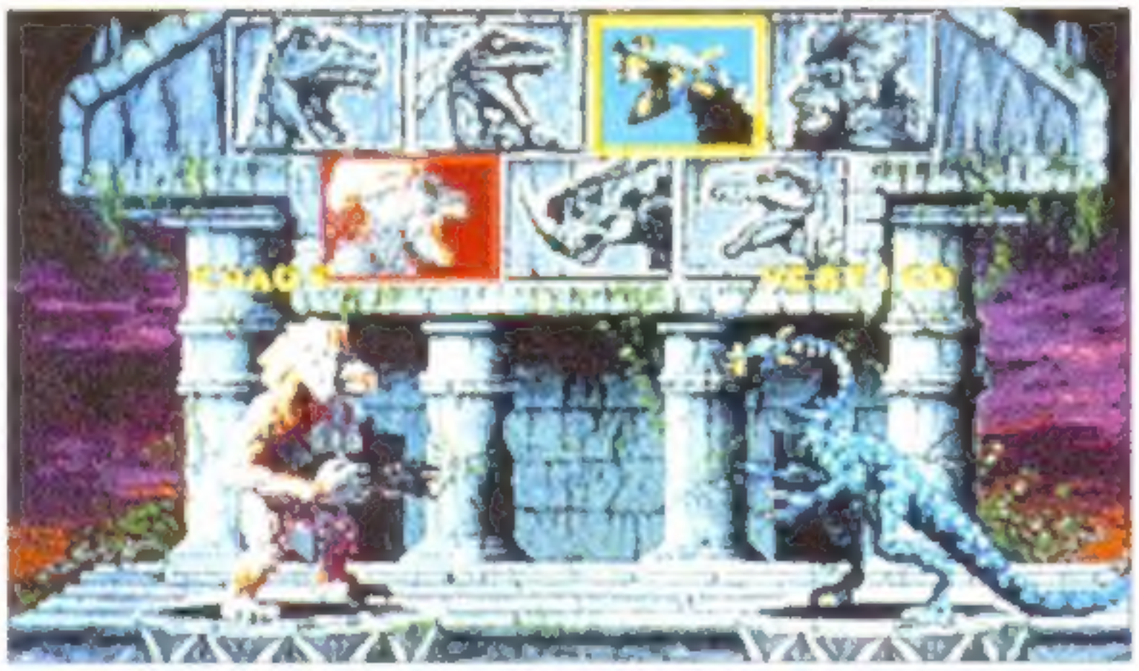


Since the success of *Jurassic Park*, dinosaurs have been the in thing. Time Warner, never ones to miss a trick, have jumped on to this money spinning band wagon with their latest project *Primal Rage*. This unique beat-em-up involves the players taking control of fantasy dinosaurs and basically trying to tear each other to bits. This innovative new beat-em-up should already have taken your local arcade by storm. If not, take the manager to one side and ask him why the bloody hell he hasn't got it! For *Primal Rage* looks set to be one of the best beat-em-ups of all time. Thankfully, for those already pumping a sack load of coins into this challenging game, Time Warner have announced a September release on all formats.

The *Primal Rage* production team comprised of over thirty extremely talented chaps and chapesses and included some top Hollywood bigwigs. With the likes of Pete Kleinow, an expert in stop-motion animation and Dan Platt, one of the best animators and model-builders in the business, it's no surprise that the game looks absolutely fantastic.

Primal Rage has utilised the stop-motion animation technique to give a more realistic and life-like feel to the characters. This basically involves taking thousands of pictures of a puppet in different poses. When strung together, frame by frame, this gives the characters an unrivalled quality of movement. To back up these great graphics, the game uses the new ' total immersion audio' system to provide some stunning sound.

Rather than keep to traditional dinosaurs the production team decided to make a whole host of fantasy ones. This has enabled them to give each creature its own character and as many moves as possible. All these moves and a selection of combos, will have to be mastered and perfectly worked, if players are to survive in the bloody world of *Primal Rage*.

Early reaction to this exciting new game has earned it the respect of all fighting fanatics and it has already been tipped as this year's *Mortal Kombat*. With its unique characters, excellent animation, quality sound and great depth in gameplay, this is THE game to look out for. Until the official release you'll have to satisfy yourself with these screenshots and watch out for a preview as soon as poss.

BOXING SHADOWS

While the CD32 version is still being held up somewhat, Gremlin Interactive, the publishers of *Shadow Fighters*, are adamant that it'll be on the shelves by the time you read this. For now, fast your eyes on a whole range of new screen-shots from the A1200 version. Nice, aren't they?

ORINOCO FLOW

Rumour has it that you can now enjoy those purveyors of cleanliness, the *Wombles*, in a new 'edutainment' (nasty word, that) style title from Heatwave. Also on the cards is the *Shoe People*. More info as we get it. Bet you can't wait, eh?

VIRGIN NEWS

Virgin are looking to thrill all CD32 users with two new releases. *Lost Eden* is their first, and most definite release, due sometime next month. Meanwhile, *Cannon Fodder 2* looks set to get itself a place on the CD32 Hall of Fame, with a conversion now fairly likely to be released over the next few months. The original was a big hit in these parts, and, with more involved gameplay and cool little soldiers to guide through the ensuing mayhem, the sequel's bound to have us (and you) on the edge of our seats

CD32 SNIPPETS

COMMODORE CALL-IN

If, like us, you're sorta fed up with the on-going Commodore/Amiga International situation (some would say farce, but, hey, we're not that cruel), then you'll be pleased to hear that there's a recorded message you can call which will give you all the very latest information, albeit in an indirect, round-about, 'UK buy-out will succeed' kind of way. The last update we were able to get hold of was from late January, which stated that the UK management buy-out team had put forward their bid to the liquidator, so it's now down to the legal powers-that-be, a process that takes about one month. If you want to get the latest on the situation, call 01628 779655.

COMING SOON

WORLD CUP GOLF
US Gold

Still in the pipeline, although due to be finished in time for the Summer months, is US Gold's *World Cup Golf*. The preview screens looked stunning – hopefully, the gameplay will also be up to the job and provide us with a much needed boost in golfing stakes.

WORMS
Team 17

Those slithering Worms from Team 17 (nah, not you Alan...) have been put back for release 'til the end of August/September. Something to do with all the wonderful titles coming from the lads up north, not to mention the fact that it's going to be a blistering game and our tip for the CD32 Christmas number one. What an accolade, eh! Remember – you read it here first.

REUNION
Grandslam

Released within a few weeks is Reunion from Grandslam, which looks to be one of those immense SF-games, spanning the galaxy and even time itself (whatever that means). Hopefully, there'll be a full review in the next issue.

BUREAU 13
GameTek

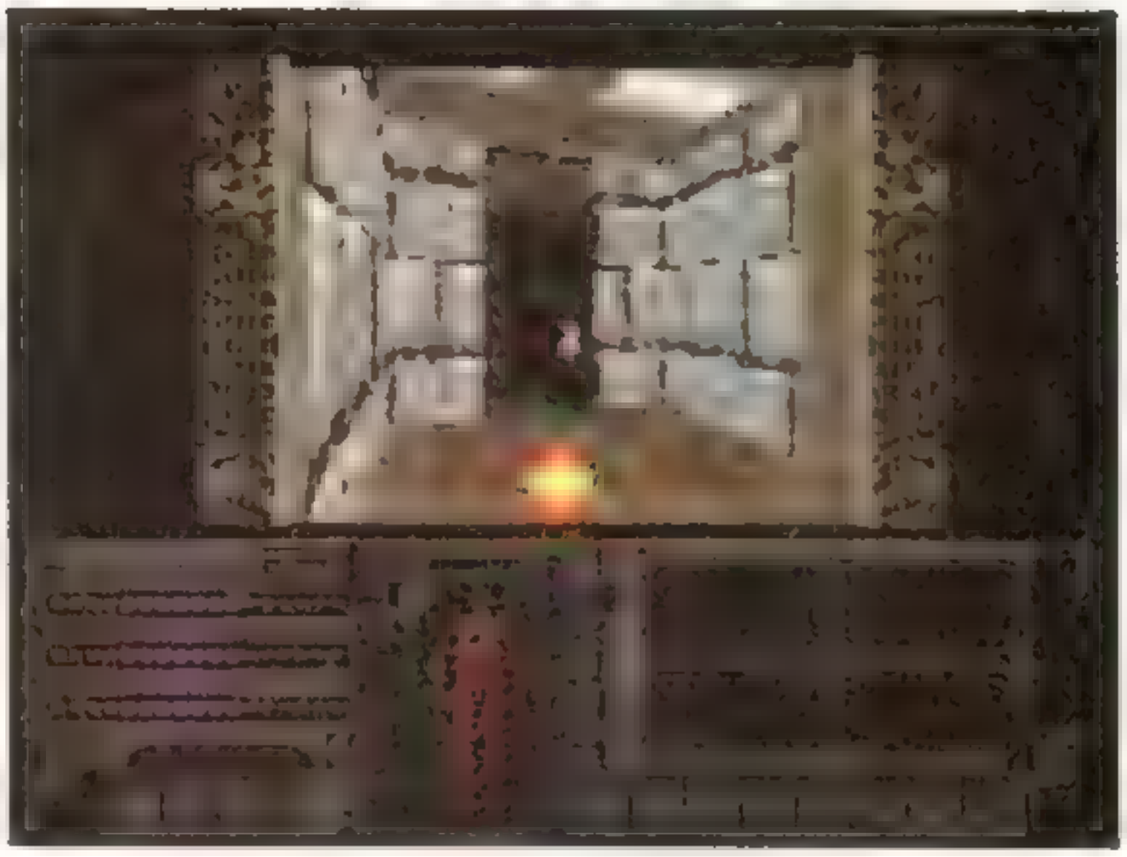
Do UFOs really exist? Is there a paranormal existence in our world? These are the questions that *Bureau 13*, the newie from GameTek, wishes to answer. The people from Bureau 13 are the first and last line of defence in the battle against the supernatural. A cross between *The X Files* and *Ghostbusters*, this'll be hitting our screens some time in April/May.

SUPER LEAGUE MANAGER
Audiogenic

At last – there's a footy management sim in the offing for CD32 user. How it'll work, and how the restrictions of a joypad will be overcome is yet to be seen, but remember – Domark's *Champ Manager* on the Amiga gets by more or less 100% with just the mouse, so this could well be a stormer!

Alien Breed 3-D

They came, they saw, they ate everything in sight. Shnings! Those nasty aliens need teaching a right royal lesson. So, gun in hand, once more the ACG posse head out to save humanity as we know it. There's a whole lot more to this job than just sitting around playing games ya know, or at least that's what people keep telling me!



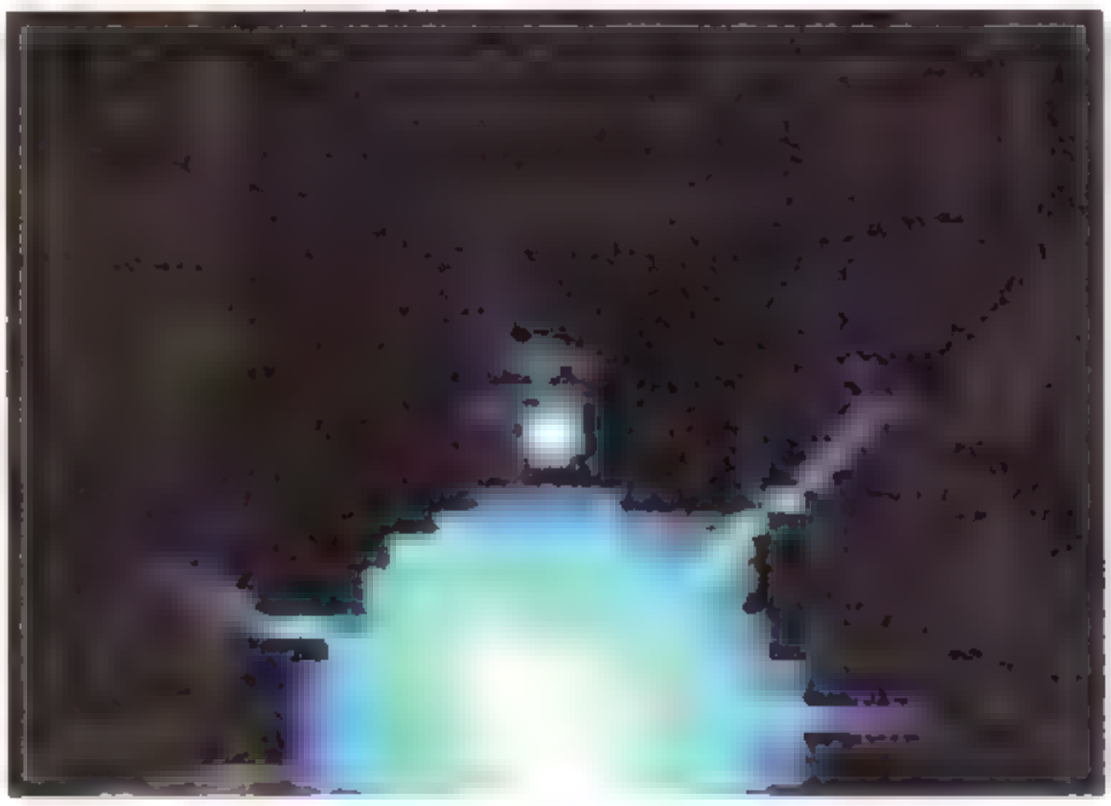
Cripes! It seems like only two issues ago that I was ranting on about the truly stonkmongous *Alien Breed: Tower Assault*, and now here I am previewing the sequel! Hey it was only two issues ago Don't those Team 17 types ever sleep? Apparently not, or so it would seem. The corpses of those unfortunate colonists slaughtered on Azarin 2E are barely cold but already the Breed are plotting their latest assault of terror on the human race

As you may have twigged from the title, for the first time in the *Breed* series, the programmers have moved away from the tried and trusted top-down viewpoint and opted for a completely new angle. This time it s all in first person perspective giving even more sense of 'being there'. As if you'd want to be. If the other games are anything to go by, being a Colombian World Cup defender would be far safer line of work

You certainly can't accuse Team 17 of resting on their laurels. It would have been simple to redraw the maps and put out another game which would have sold in buckets but they've bitten the bullet and this should really be something to look out for. A game engine has been created to produce perfectly smooth scrolling 360° movement of the fully texture mapped display giving total and realistic freedom of movement throughout the game environment. An auto-mapping facility will be included to avoid disorientation, a quibble all too often levelled at this kind of game, and the aliens will be meaner than ever before. Their artificial intelligence has been worked on so they can actually hear and follow your movements. Of course the all-important arsenal of weapons will still be there to take the genocide to the limits of extreme. But what about the simultaneous two-player mode which gave the prequels such a boost? Perhaps a split screen mode could be incorporated. That s the usual procedure for such games Fraid not! Rather than having to compress the screen display which all too often limits visibility and reduces playability they've incorporated a link up mode. The disk versions mean that you won't even need two copies of the game, though how the CD32 will handle it, we don't yet know

I for one am a committed fan of AB following the the tremendous *Tower Assault* and can't wait to check out the latest instalment, but I'll just have to wait, as will you So, in true preview fashion, all that remains to be said is look out for a full review very soon. As the Team 17 press release says — "It'll rip off your head and s**** down your throat!" Blimey... ■ **MG**

Preview

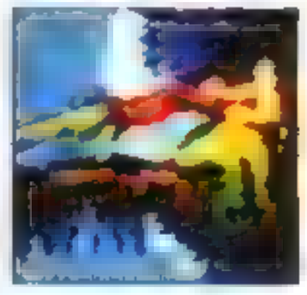


Pitfall : The Mayan Adventure

Never one to pass up the opportunity to enjoy a little nostalgia, intrepid Jungle explorer and *CD32 Gamer* columnist Derek Dela Feunte, dons his khaki breeches and enters the wierd and darn-right wonderful world of Activision's latest 'masterpiece', *Pitfall - The Mayan Adventure*.

Preview

PUBLISHER: Activision
DEVELOPER: Imagitec
PRICE: £30
OUT: Now



Well this must be the biggest surprise of the year, an Amiga game from Activision and not only an Amiga one, but one coming out on the CD32 too! The game is being converted by Imagitec, whose last game was *Humans*

Pitfall goes back a long way and the original game was designed by David Crane, one of the guru's of the game industry Can you believe the first *Pitfall* appeared on the Atari in 1982 and used a mere 8K of code? Ah, those were the days! The basic idea involved simply running through a number of caverns searching for gold and the like, while avoiding all manner of nasty creatures. There were numerous puzzles, most fiendishly difficult, yet all within this innovative 'arcade-adventure' style. Numerous incarnations later, and it had made David Crane and Activision rather rich indeed.

Pitfall The Mayan Adventure has already been released on most console formats and even on the limited console systems, Sega and SNES, Activision used Hollywood producers to add top notch animation and sound to the good storyline. Most of the backdrops were handdrawn and scanned into the programme after being touched up. This, in effect, gives the game more realism, adding to the mysterious and magical surroundings of this arcade action adventure game.

The game comprises of eleven action packed levels that will see our hero, Harry Jnr, move through the Ceiba Jungle. With the use of a boomerang and a wealth of pick-ups, the action is non-stop, and extremely challenging, and there's a vast repertoire of moves, from jumping, using a whip, shooting and backflips, and you'll soon become immersed in a gripping adventure. There are many keys to success in this game, most importantly learning how to use either your movements, or your weapons to their best effect. Platforms, for instance, are tricky obstacles and there's no easy way to get past them, so practice and a lot of trial and error is required

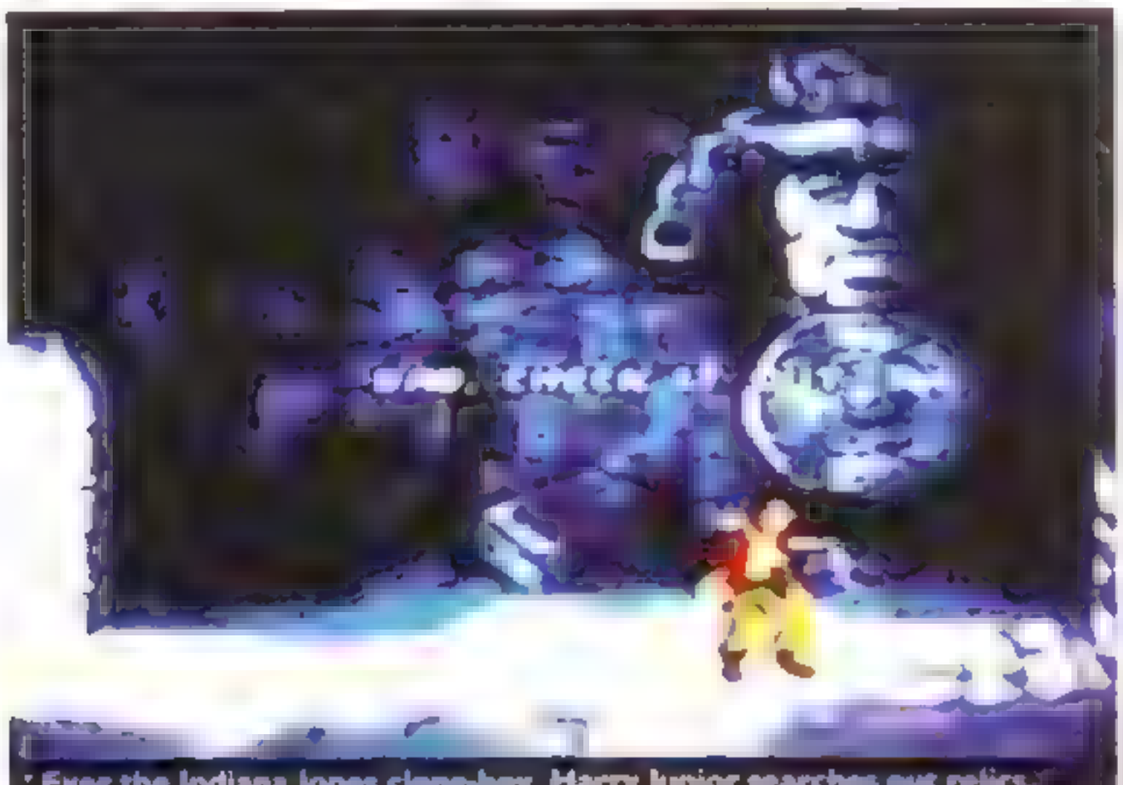
To help you in your task there's a wide range of weapons - whip, sling, super shot, boomerang, exploding stone. Each is most effective against different enemies, so again it's a case of practice and finding your feet as you go. All told there are over twenty-five different enemies, ranging from a crocodile to more wild and magical enemies, like a Jaguar man and a magic choker. Even some apparently inanimate objects come to life, like a painting! The game may resemble the look and feel of *Jungle Book*, but you will find there's a lot more interaction. All the levels are interconnected rather than the normal linear pattern, and with two bonus levels, there's plenty to keep you going. One of the toughest challenges will be conquering the Warrior Spirit Zakeula, so plan for a long fight. Using two or more objects to defeat the enemy is also a must and picking the correct ones adds a neat touch of strategy to the game. The scenery, ranging from the lush green jungle to the Aztec tombs adds plenty of atmosphere and ensures a variety in gameplay

On the screen a full array of meters and bars will help you ascertain how well you are faring. You have your score, energy, pick-ups, lives remaining, plus the current weapon in use

Obviously, compared to the original, this has gone much further – the graphics are much improved and there are more challenges as well as extra items. More importantly, though, the programmers have tried to recapture the feel and atmosphere of the original which kept those Atari owners up all night, often at their wits

Another sketch from those at Activision, this time depicting Miles' latest catch from the chip shop. Er, may be not. Its actually a rather gruesome slime monster that will no doubt mean instant death for our intrepid hero.

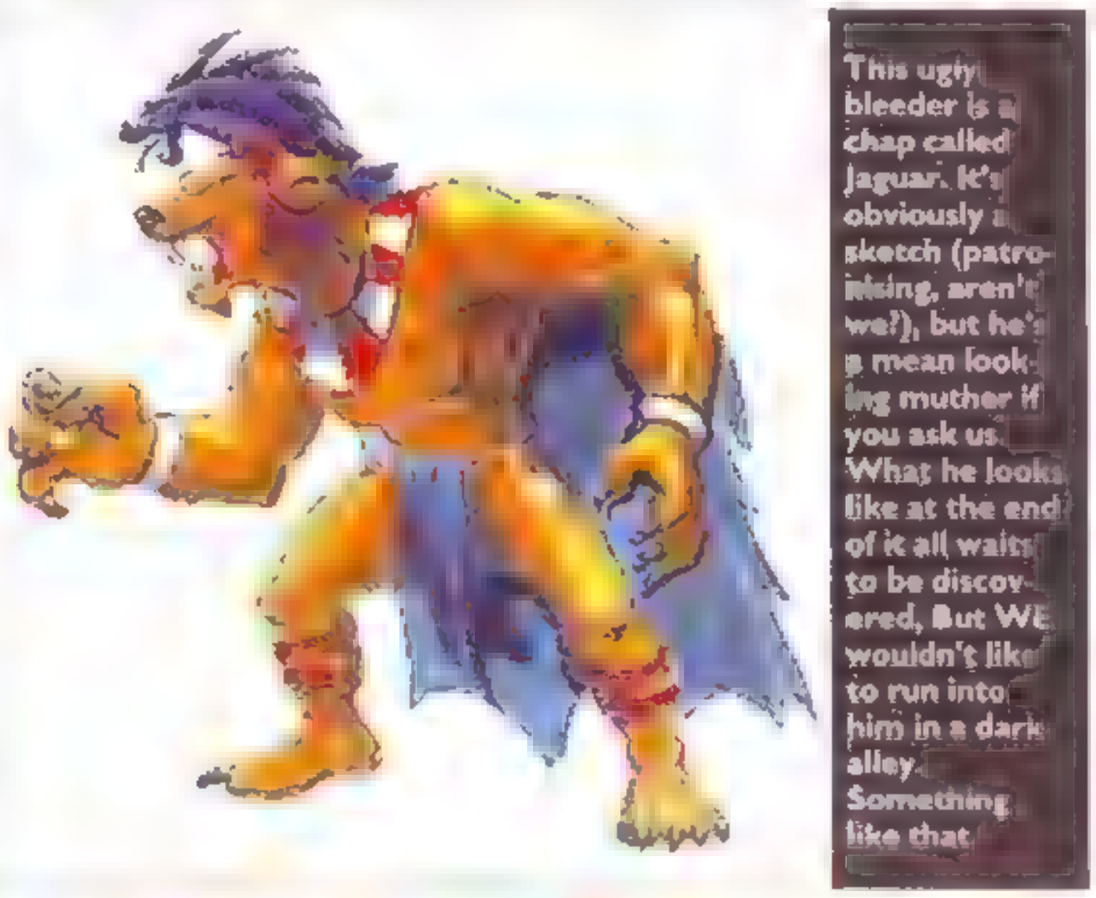
In true *Jungle Book* style, the hero of the latest Pitfall game has to traverse jungle style scenes, looking for those all important items and kinda hanging out on vines and the like. Cool



Ever the Indiana Jones clone-boy, Harry Junior searches out relics, rocks and on. Actually, thinking about it, which came first – the *Last Temple* or these *Pitfall* games? Hmm, films influenced by video games? Well, there is *Streetfighter*, which is based on the game, although, strangely, there's to be a game based on the film of the game. Stranger and stranger...

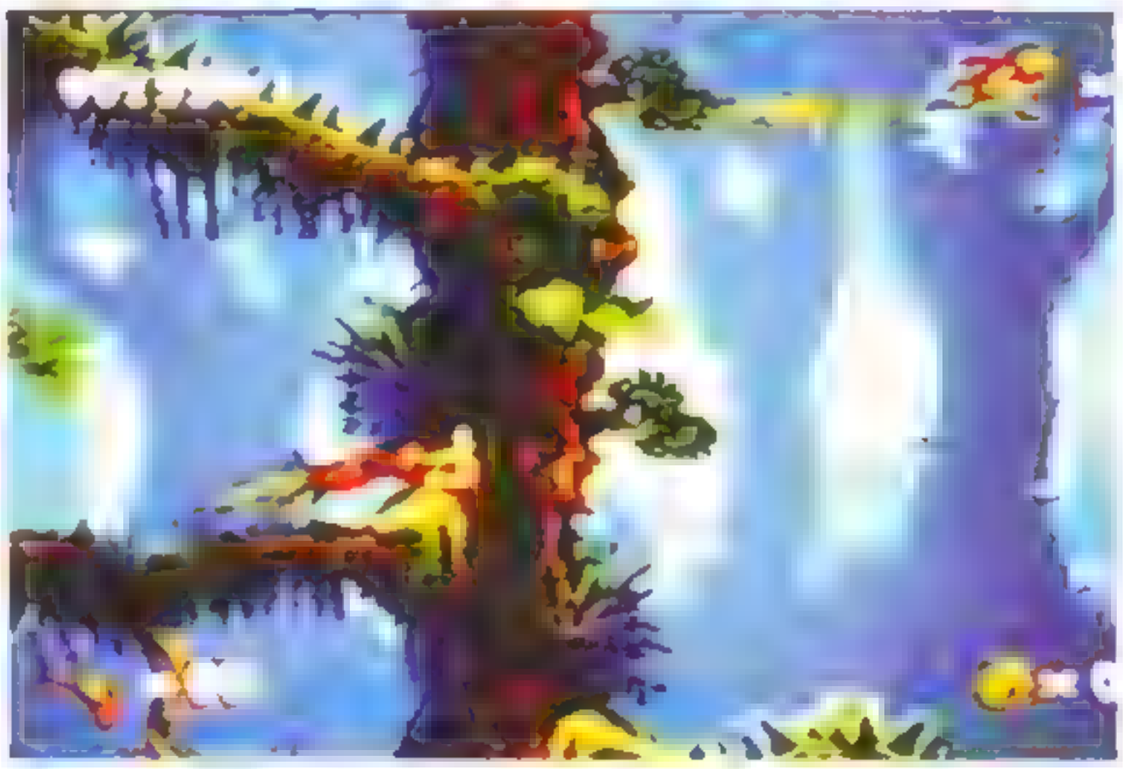
end trying to find that last pot of gold'

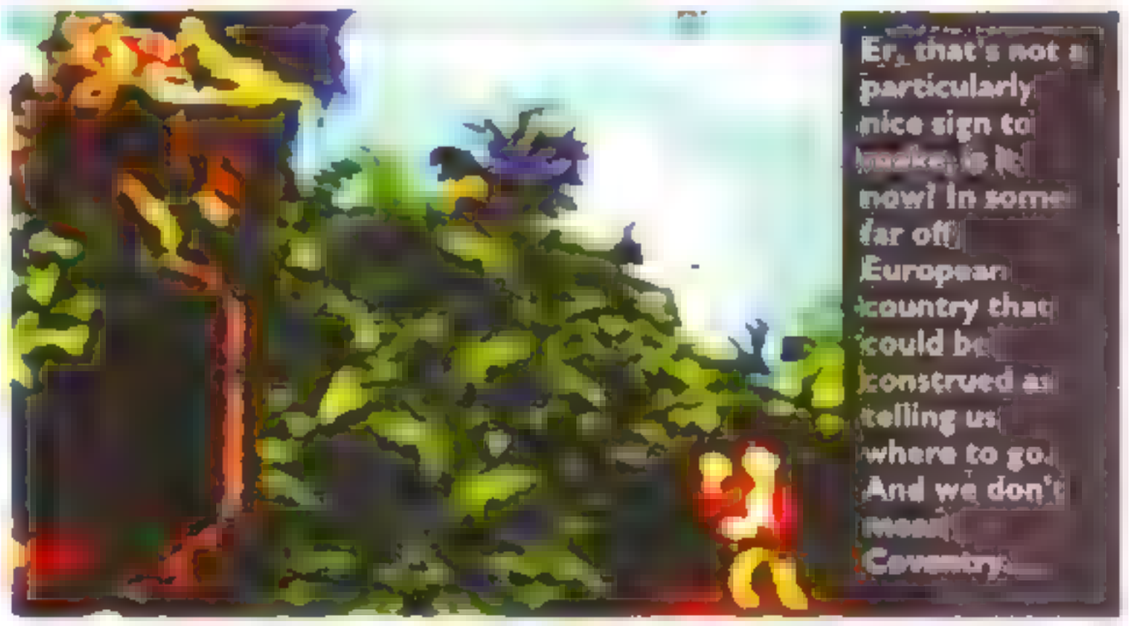
Pitfall offers an inventive challenge that will keep gameplayers engrossed for a long, long time and the fast and furious action is more than matched by the excellent graphics. With so much happening on the screen at any one time, all animated superbly, you will feel inclined to watch longer than you really should. With one of the leading developers in the UK converting this programme, it all adds up to what should be another excellent game coming soon on the CD32. ■ **DDF**



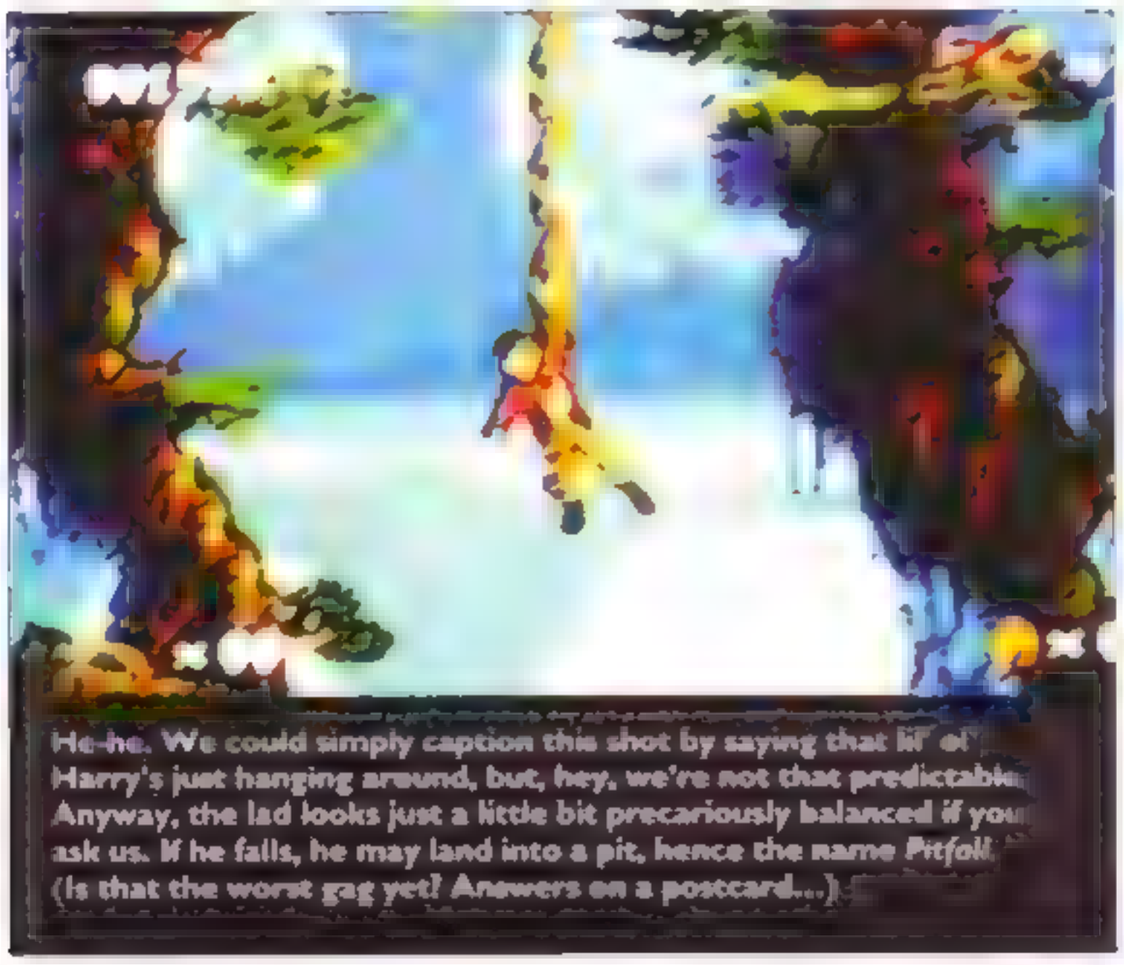
This ugly bleeder is a chap called Jaguar. It's obviously a sketch (patronising, aren't we?), but he's a mean looking mother if you ask us. What he looks like at the end of it all waits to be discovered, But WE wouldn't like to run into him in a dark alley. Something like that.

What possible connection could there be between a wild boar, a thistle and a ghost?

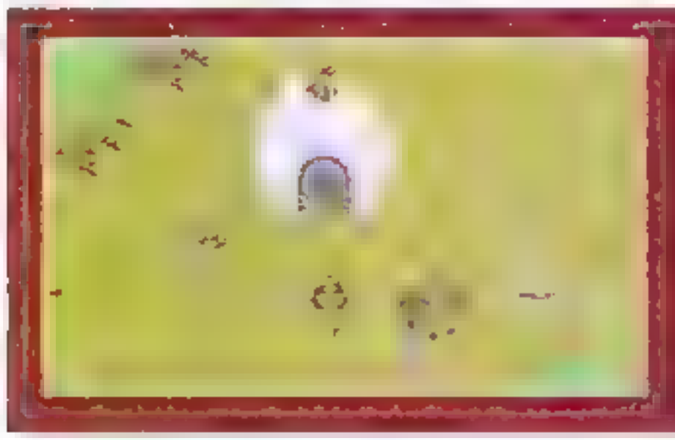




Er, that's not a particularly nice sign to make, is it, now! In some far off European country that could be construed as telling us where to go. And we don't mean Coventry.



He-he. We could simply caption this shot by saying that lil' ol' Harry's just hanging around, but, hey, we're not that predictable. Anyway, the lad looks just a little bit precariously balanced if you ask us. If he falls, he may land into a pit, hence the name *Pitfall*. (Is that the worst gag yet? Answers on a postcard...)



Legends

Fancy a go at *Zelda* on the CD32? Well tough, but *Legends* might just be the next best thing!

How many of you have ever dreamed of meeting Jim Bowen and showing him exactly where you think those darts should go? Quite a few, I expect. Well now you have your chance in Krisalis' forthcoming game, *Legends*!

An RPG cum arcade adventure is not exactly where you'd expect our friend Jim to be turning up, but this exciting new game is full of surprises and looks certain to be one of the most entertaining games yet on the CD32.

Here at CD32 Gamer, we have always behaved in a responsible way and have never intentionally gone out of our way to shock people, especially the God-fearing members of our readership, but what I'm about to say might just do that! Much to our surprise and bemusement, it turns out aliens created the earth and mankind (that would explain a few things). Personally I'm not sure if I believe it, but that's what the game says and who am I to argue! In fact it's these aliens who are causing all the trouble that you must attempt to rectify in *Legends*.

The aliens created Earth as a form of amusement - something they could have a laugh at when they got bored. Fortunately for them, the humans, with all their wars and fighting, kept them amused without any help. Alas, things turned sour for the aliens when a new age of peace swept across the planet. Deprived of their fun, the aliens decided it was time to change history and cause the destruction of the human race. The aliens popped into their spaceships, went back in time and changed four vital moments in history. The Arthurian, American Indian, Egyptian and Chinese mythologies were wiped out overnight and the human civilization slipped into oblivion.

The aliens had gone back to these four crucial times to give four bad blokes futuristic powers. Hence, the struggle between good and bad was unfairly tipped in favour of evil and the earth soon fell under it's dark shadow. Fortunately all is not lost . . . yet! An ageing professor has got wind of the aliens plan and has sent you back in time to put history back on the right tracks. You must take the role of four historical figures and battle to protect history from these rogues.

The plot, as you can see, is something of a fantasy, and this sort of theme is continued throughout the game. It's a light-hearted and comical adventure that has a distinct air of magic about it.

As you can see from the screenshots the graphics aren't going to be outstanding, but capture all the atmosphere and energy of a mythological fantasy world.

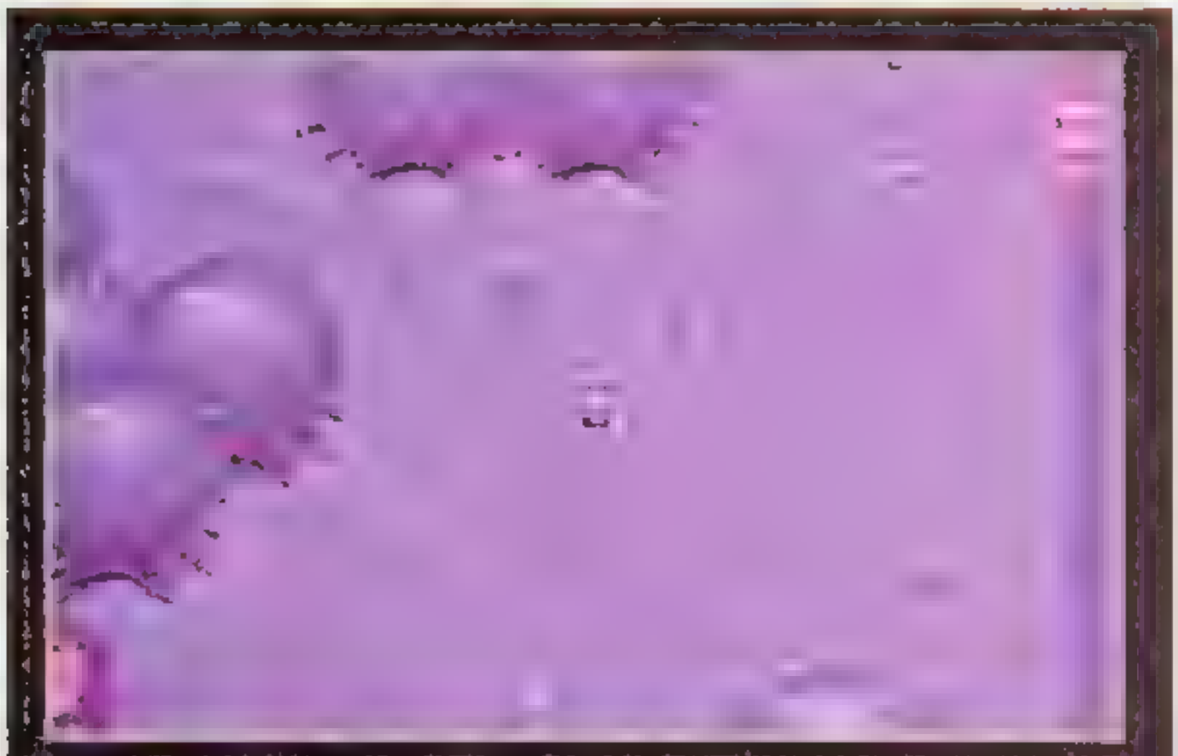
The host of characters you meet on your epic adventure also help to give the game a wonderful feel. Ranging from plant men to witches on broomsticks, and even a Bob Geldof look-a-like, they embroil you in a world, or time, you won't readily want to leave.

There'll be lots of wandering around finding items and solving problems and, although in some games this can become a bit boring, this one promises so much to see and do, that the thought should never cross your mind. Despite the light-hearted feel, it's a game that will require a fair bit of brain tugging.

To add some variation to the game, *Legends* is also going to have plenty of sub games. This is when you meet the likes of super, smashing, great, Jim Bowen in a clever darts game. Another is a battle tank game, where you take on a young lad in a head-to-head fight and must win to get past. These games are designed offer a break in the normal gameplay.

From what we've seen of the game so far, it looks well worth all the excitement buzzing around the office. We can't wait to see the finished version, and you can rest assured that as soon as we do, we'll have a full review that will, hopefully, back up our bubbling enthusiasm. Let's hope no last-minute hitches ruin what looks sure to be a wonderful game. ■ **JE**

THE WORLDS OF LEGEND

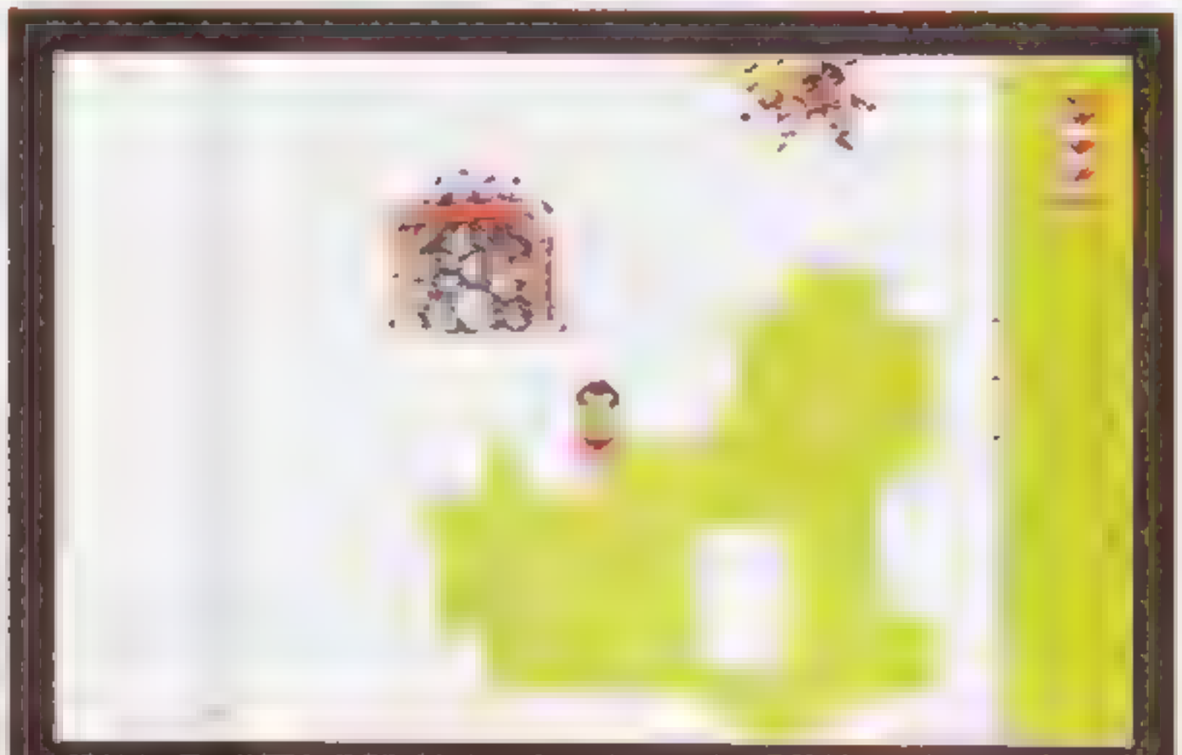


ARTHURIAN

Become a Knight of the famous round table. Ride a mighty steed, rescue fair maidens and slay evil dragons. Drink coffee, open presents and play dominoes. Whoops! Ignore that last bit.

AMERICAN-INDIAN

Stick a feather in your hair, paint stripes down your face, puff out your cheeks and repeatedly smack yourself in the mouth. Yippee-ay! I love cowboys an' Injuns! How, pale-face. You in heap big trouble now; me think!



CHINESE

Chicken fried rice and a bag of prawn crackers please, Sorry folks I don't mean to stereotype an entire race but I do love chinese food. Especially those round meaty things in batter — Yummy!

EGYPTIAN

Our hero finds himself thrust into the world of the Ancient Egyptians. Perhaps he'll be able to find out how they built those huge great pyramids. I couldn't say for sure, but I bet they cheated. There's gotta be a JCB around here somewhere!

ATR

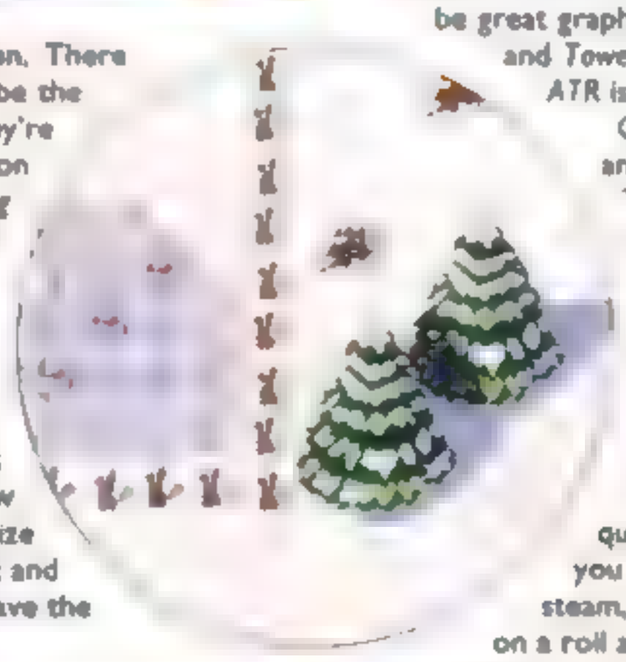
All -Terrain Racing

Finally, *ATR*'s arrived, intact and looking extremely good. *All Terrain Racing* may sound [illegible] racing games ever seen on the CD32!

Those busy boys up at Team 17 are at it again. There seems to be no slowing up from what has to be the hottest software house around. This time they're dabbling in the racing market and seem to be on to a winner yet again. *ATR*, or *All Terrain Racing* to give it its full name, is a high thrills, fast paced, action packed race-em-up that'll shortly be wheel spinning its way on to the CD32!

ATR has been in the offing for some time now and with some of Team 17's most experienced programmers, it has been eagerly awaited. Was it worth the wait? Read on!

As with the recent and excellent *Roadkill*, all the action takes place in the distant future, where racing has been taken to new heights. The stakes are high, the competition tough and the prize money flowing in lottery size proportions. To survive in the fast and frenetic world of *ATR* you must be equal to the challenge and have the battle to survive in a dangerous environment.



The game offers the choice of a whole selection of weird and wonderful futuristic cars. Before each race you will be able to decide on which one you want to use. It's important to know the track and terrain you will be racing upon as this will determine your choice, after all you don't want to be racing a Formula One car through the rugged, snow capped mountains.

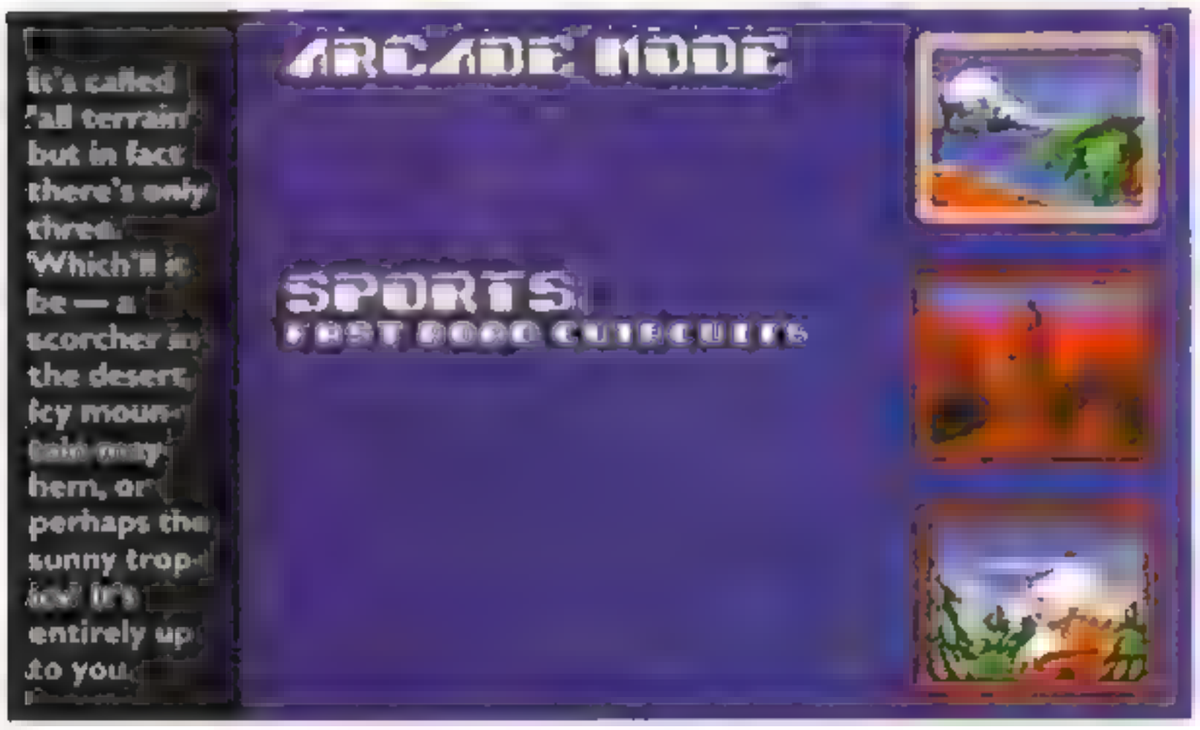
When you first start, your cars will be in tip top condition, unlike the rickety thing I have the misfortune to drive, but as you progress you will inevitably pick up a fair bit of damage. This will seriously slow the car down, so if you are to have any chance of winning, you'll have to make repairs. This can be done in the garage at the beginning of each race, but unfortunately this requires money. This money can only be gained from winning races, or at least finishing consistently high. This can lead to a vicious circle where you suffer damage so lose and as a result have no money to make the repairs. Still that's racing!

Team 17 have built up quite a reputation recently and their trade mark seems to be great graphics and excellent gameplay. Just look at the likes of *Super Stardust* and *Tower Assault*! Both these scored exceptionally high in these areas and *ATR* is no different.

Graphically, ATR is excellent – the scrolling is extremely smooth and the scenery that shoots by as you speed along is also excellent. The cars twist and turn realistically, and the authenticity of it all leaves you gasping for breath at the end

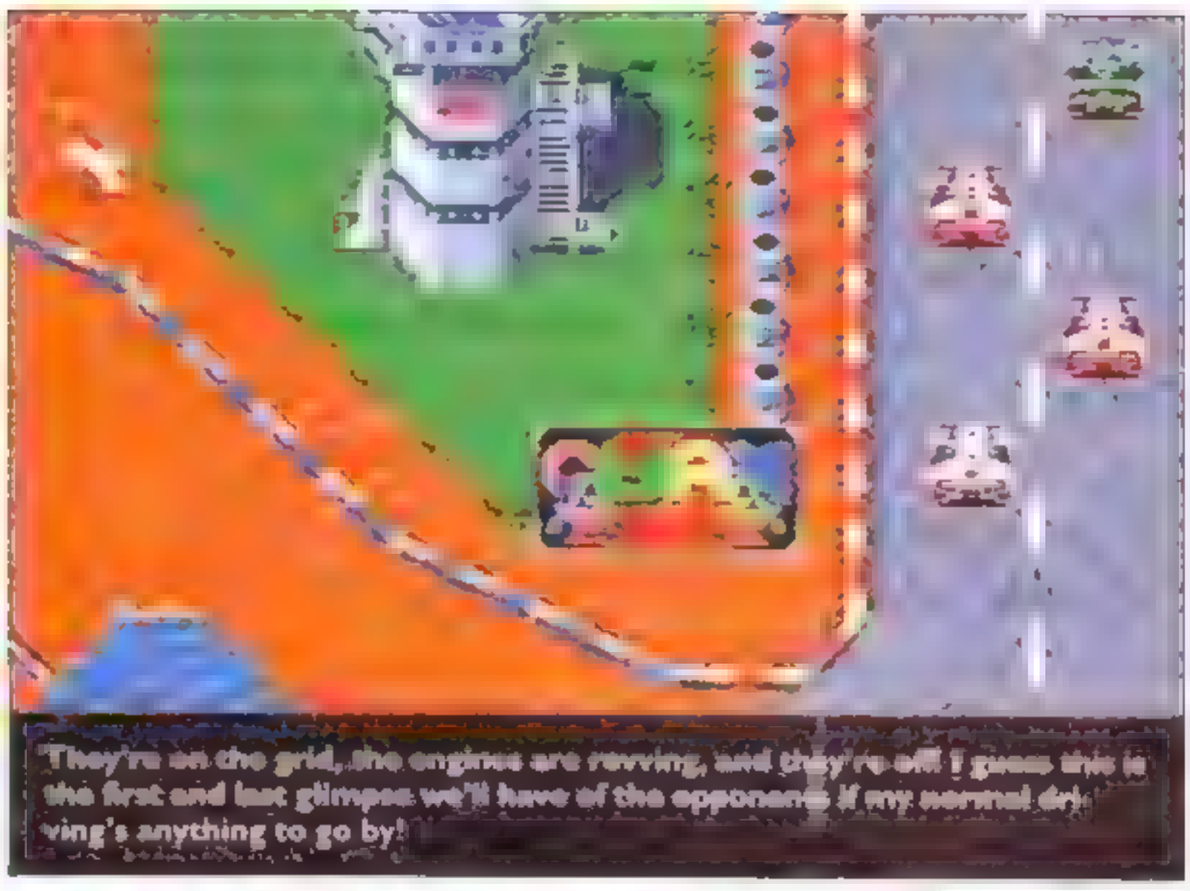
Altogether, the whole presentation of ATR looks slick and impressive. The cars, which hurl around at an electric pace, look absolutely fantastic and well detailed, despite their size. There's also some nice touches, such as the skidding around corners and spot-on collision detection. All the qualities you'd expect from a Team 17 game are there.

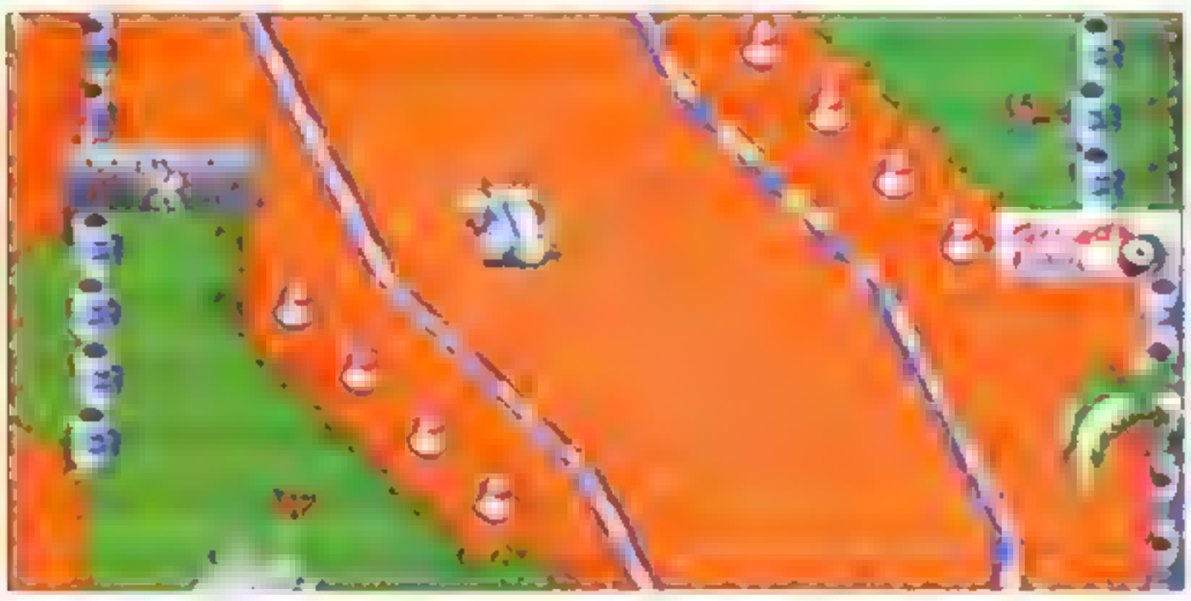
It's hard to believe the speed at which Team 17 are bringing out quality products at the moment, but hell, I'm not complaining. Still you can't help thinking at some point they're going to run out of steam, if not just from sheer exhaustion! With *ATR*, though, they're still on a roll and that's good news for all of us! ■ **JE**

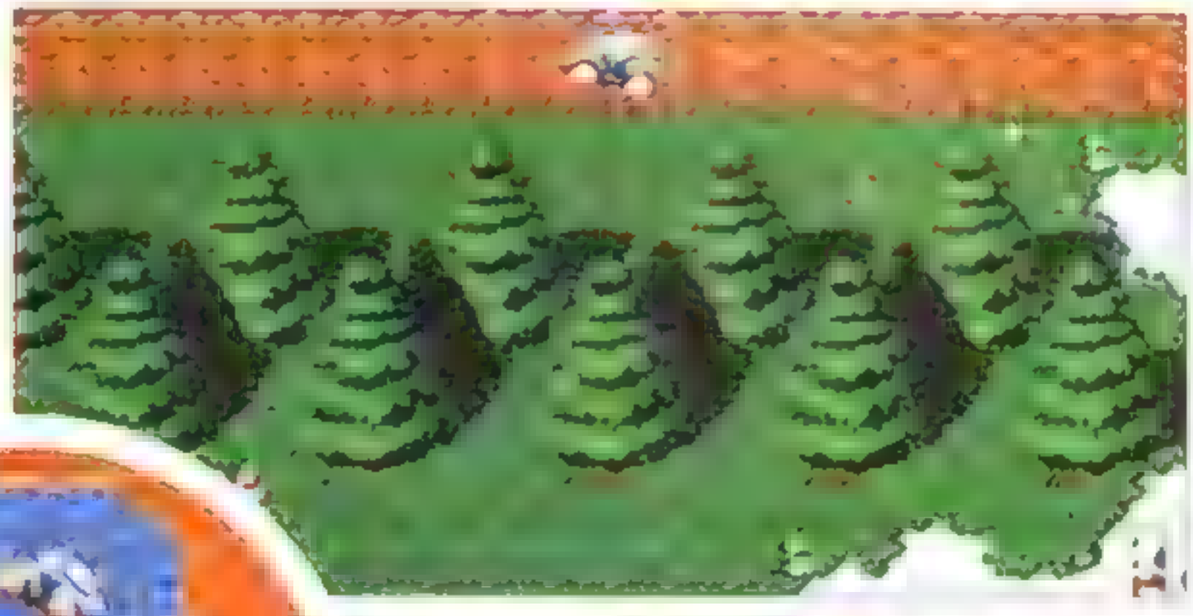


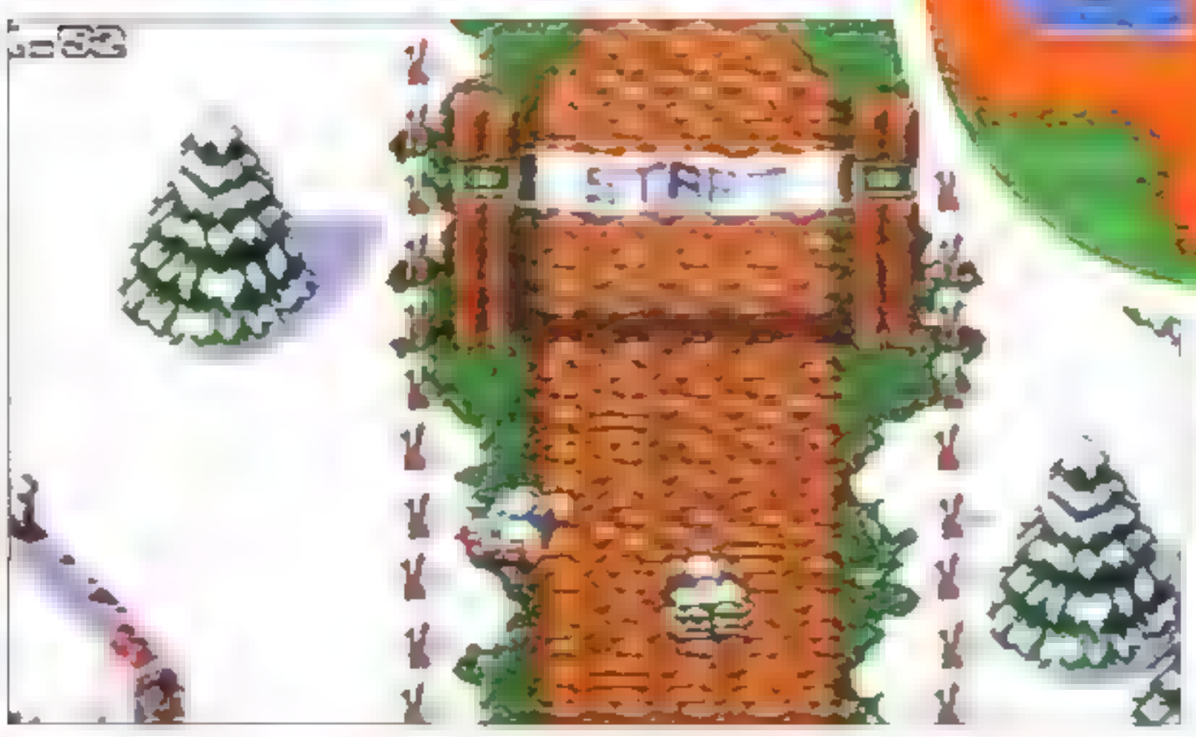
PUBLISHER Team-17 PRICE £14.99

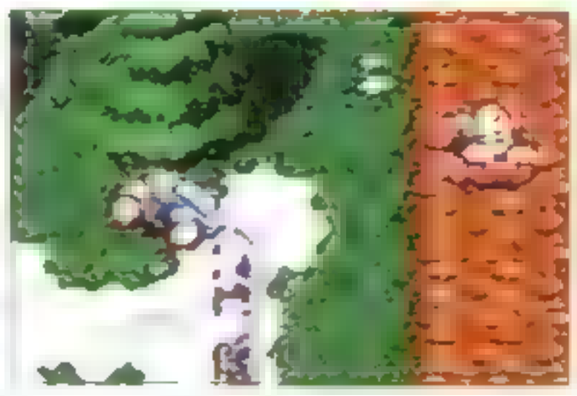
DEVELOPER In-house OUT Now

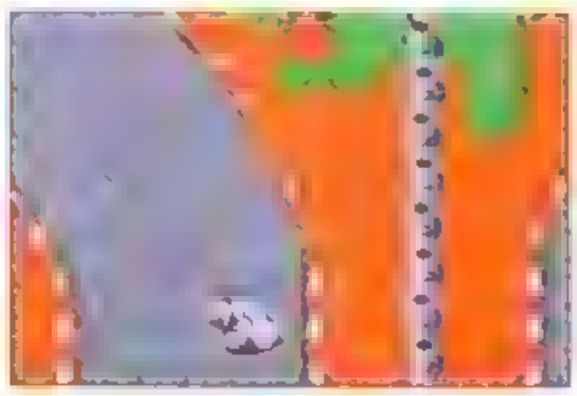












Those mean machines in full...

4 X 4

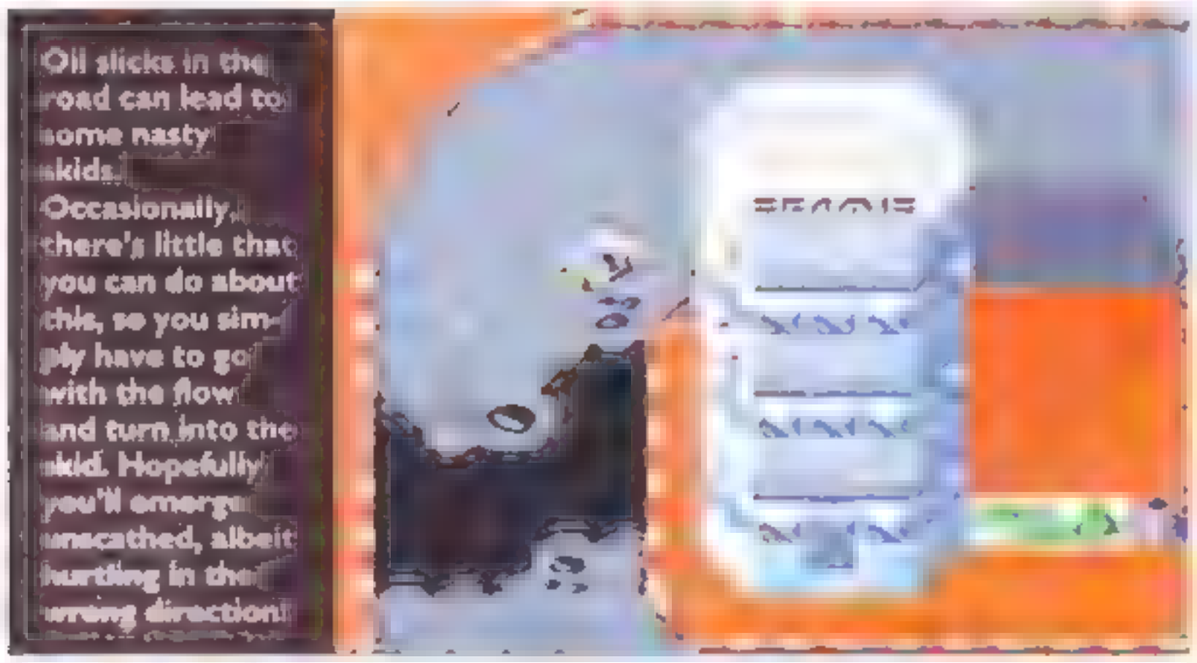
The four by four is very useful when going cross country, but somewhat lacking in speed.

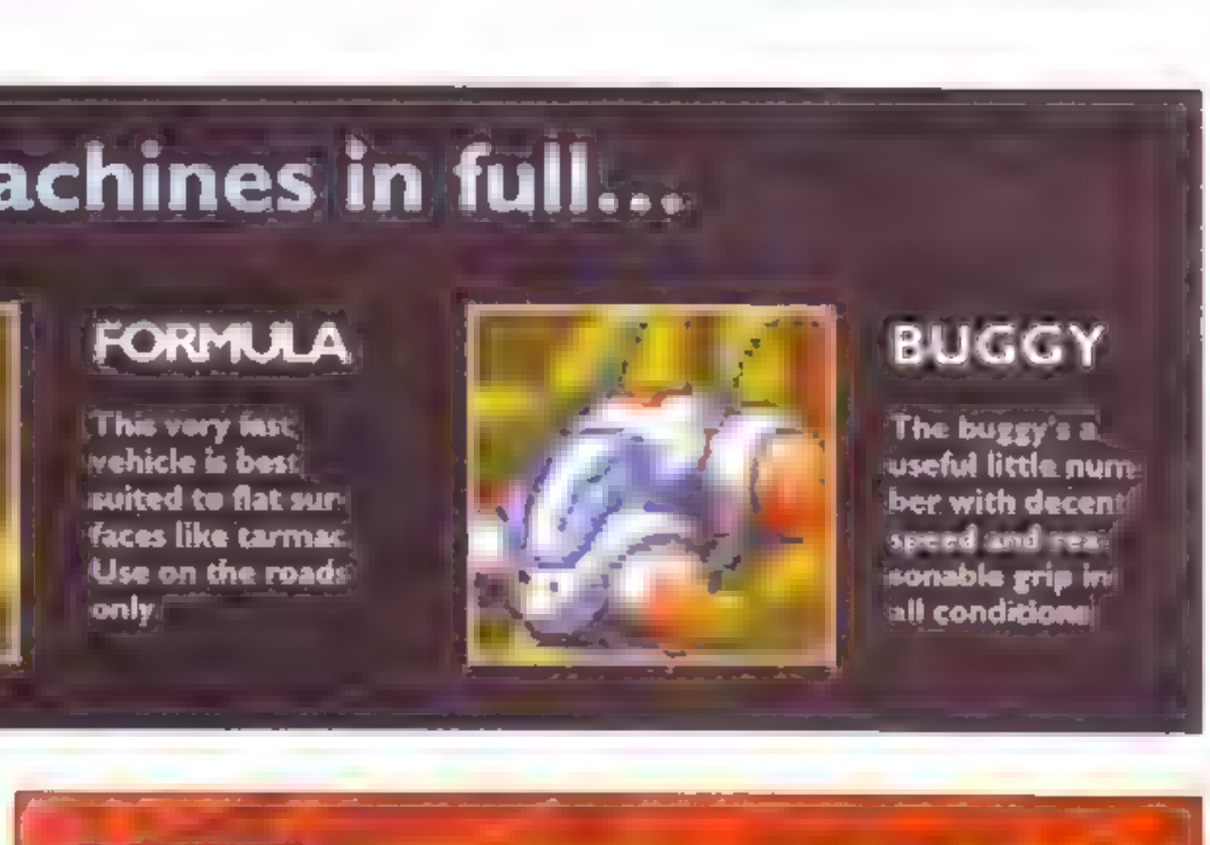
FORMULA

This very fast vehicle is best suited to flat surfaces like tarmac. Use on the roads only.

BUGGY

The buggy's a useful little number with decent speed and reasonable grip in all conditions.





Profile

PLAYER
SKILL LEVEL
SAVE POSITIONS
CD32 ENHANCED

GRAPHICS
SOUND
GAMEPLAY

PROS: One of the finest racing games on this or any other machine. There's plenty going on, it's easy to get into yet tough to beat and it looks cool. Need we say more?

CONS: Okay, a few more tracks would have been nice and there's only three vehicles, but it's still a darn fine game and no mistake.

93%

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CD review

Rabbits in suits, 3-D mazes, a myriad of marauding nasties — it could only be the latest puzzlesome cute-'em-up from Flair, couldn't it. Let's find out by delving into the mysterious and frenetic world of *Whizz*.

Recently Flair have released a good number of titles, and, I must say, *Whizz* provides all the fun and thrills traditionally associated with the classic platformer. Unlike other games of the genre, the programming team have gone for a true 3D representation. Usually 3D means an isometric feel which limits both the view and the flow of the play, but this is not the case. You see and interact with a massive and detailed play area which immediately gives a sense of space, movement and variety

On initial viewing, *Whizz* looks like a play on that old 8-bit classic *Spin Dizzy*, but instead of controlling a spinning top you have a rabbit in a tailcoat darting around the screen. The game's so fast it really is hard to keep track of all the sprites bouncing around. In some ways, it even bares a resemblance to *Whiz n' Liz*, being one of those games that looks easy to play but requires some of the fastest hand/eye co-ordination you're likely to see. Nevertheless it's a game of immense variety in terms of graphics, and with so much going on you sometimes want to just sit back and watch all the on-screen mayhem.

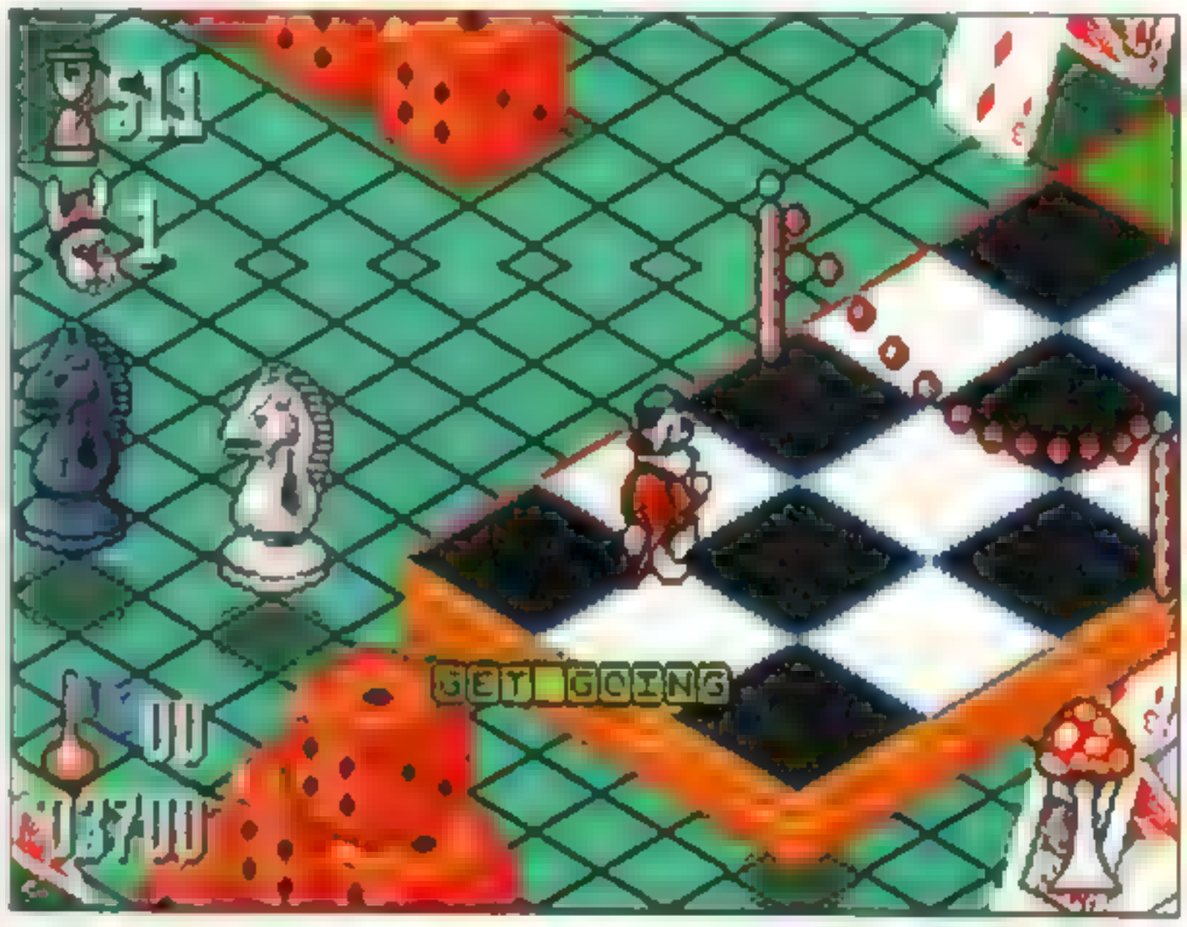
The objective is to pick up the numerous objects, keep clear of roaming baddies and and find the exit from the current world. There's six worlds in all, each with a predominant theme complete with characters and objects to match

The screen display is 3D isometric based, with a very slick, scrolling backdrop and an exceptionally fast screen up-date

As the screen comes to life, cards flip and rotate around the play area, aeroplanes fly over and and jesters try to get in your way. Any contact with these critters or objects will seriously deplete your energy - from darts and chess pieces that move accurately to a fruit machine on which you can even play a few games if you've collected some coins. And all the time you're being bombarded by with so many diverse characters and forms you won't know which way to turn. The isometric area is gridded so you must strategically guide the main sprite over all the differing levels and blocks to collect all the required goodies. Snakes, balls, you name it - it's on display, and that's only one level!

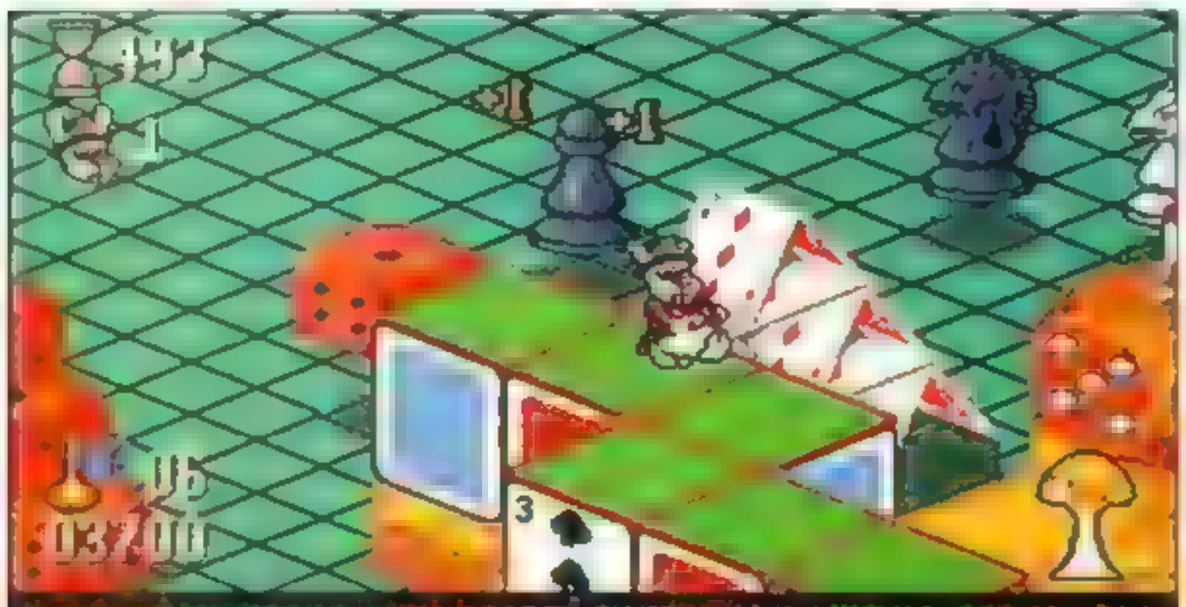
You may have noticed that I keep referring to the game as a platformer, but that isn't strictly true. Although there's lots of jumping and cavorting around, moving along pathways at speed and strategically collecting a seemingly endless array of goodies, this is a blend of arcade and puzzling. Strategy games normally mean some hard lateral thinking but with *Whizz* this isn't the case. You just have to use your eyes. To complete a level you'll need to find some special packages, or even a key that will open up the rest of the level. There's also special walls and doors to be knocked down. To do so you need to find special icons hidden about the level

All the time you're darting around the level there are hordes of baddies whose movements can be calculated if watched for a certain length of time. However, the on-screen clock will be counting down so you can't afford to laze around admiring what's going on. A pity really, as the animation on the sprites and the mere fact that there's so much going on with no noticeable slow down is really impressive. Flags must be gathered, but if you're a shade on the slow side there are clock icons to be found which will increase



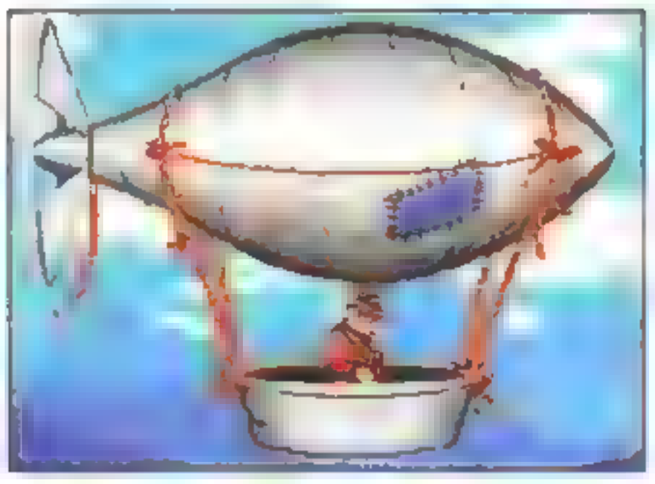
the time you have remaining. First aid boxes are also a much sought-after goody, but watch out for the horrid mushrooms!

Each level, from the beachy Gamesville to the arctic, offers some unique appeal whether it be the excellent sprites or gorgeous backdrops. Normally I'm of the opinion that no matter what the quality of the graphics, they have no credence on the actual game, but for once the whole ambience is lifted by the splendid looking surroundings



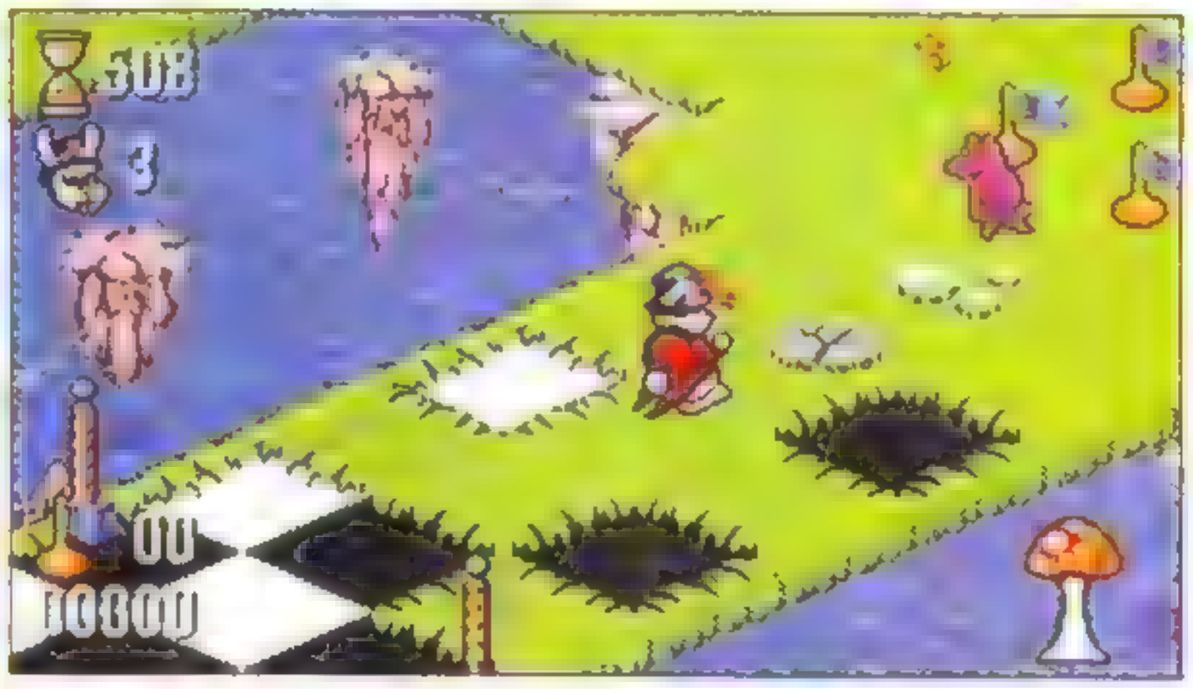
A house of cards, marauding chess pieces, tumbling dice — just a few of the things you'll encounter in the wonderful (and very colourful) world of Whizz. Anyone for poker (fnar), or maybe craps (hyuk, hyuk)?

Here's Whizz and he's, well, umm, he's heading for the grassy plains. After all, what better place for a rabbit than frolicking amidst the snowdrops in a sleepy meadow?



Whizz

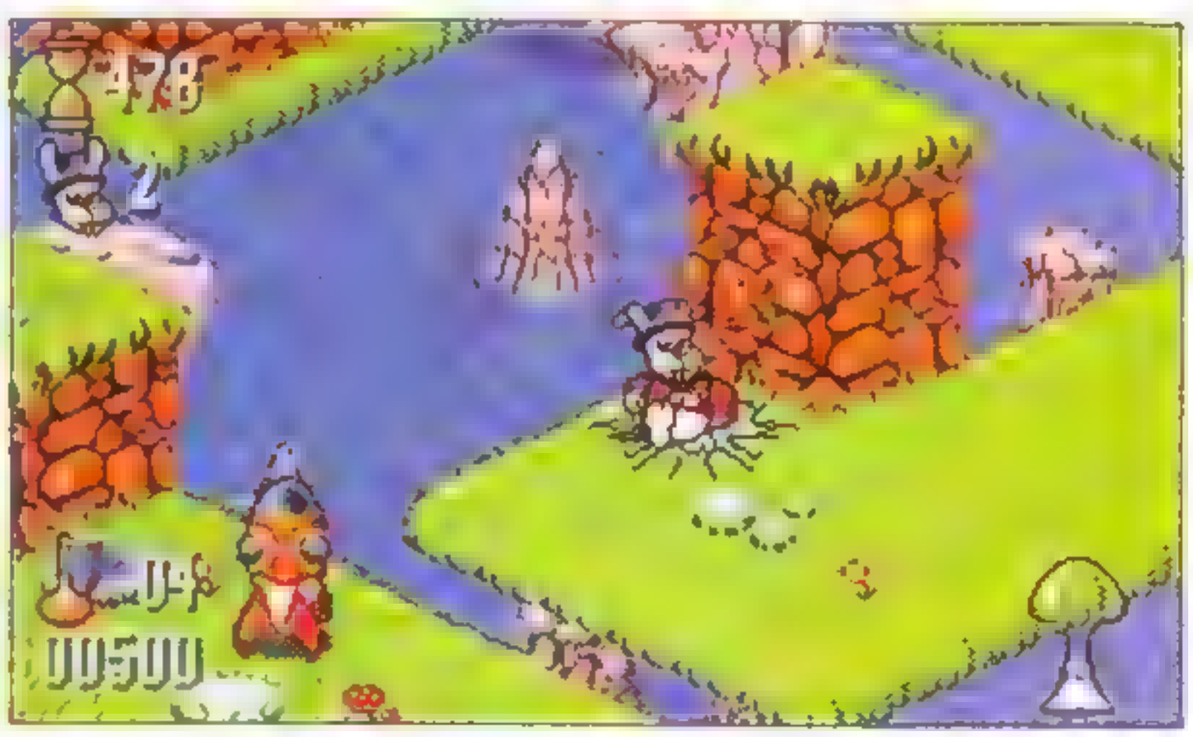
PUBLISHER Flair PRICE £ TBA
DEVELOPER In-house OUT TBA



Another feature is the impressive interaction with objects, even if they only move you to the next level. A card will flip you to the next section, a cannon will shunt you even further.

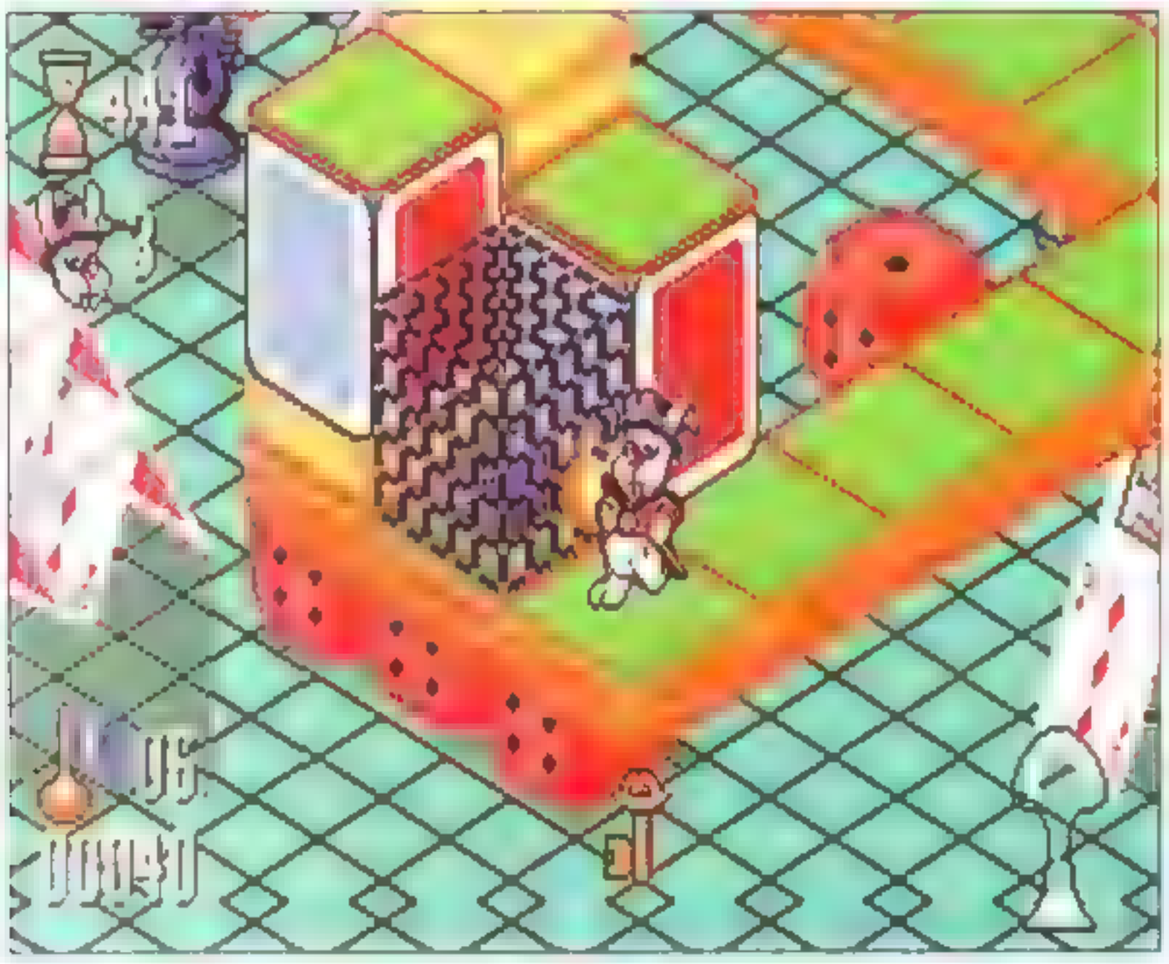
Gamewise, there's hours of entertainment on offer, with hidden rooms and surprises galore. At first I was gob-smacked; now I'm punch-drunk with this feast of creative fun.

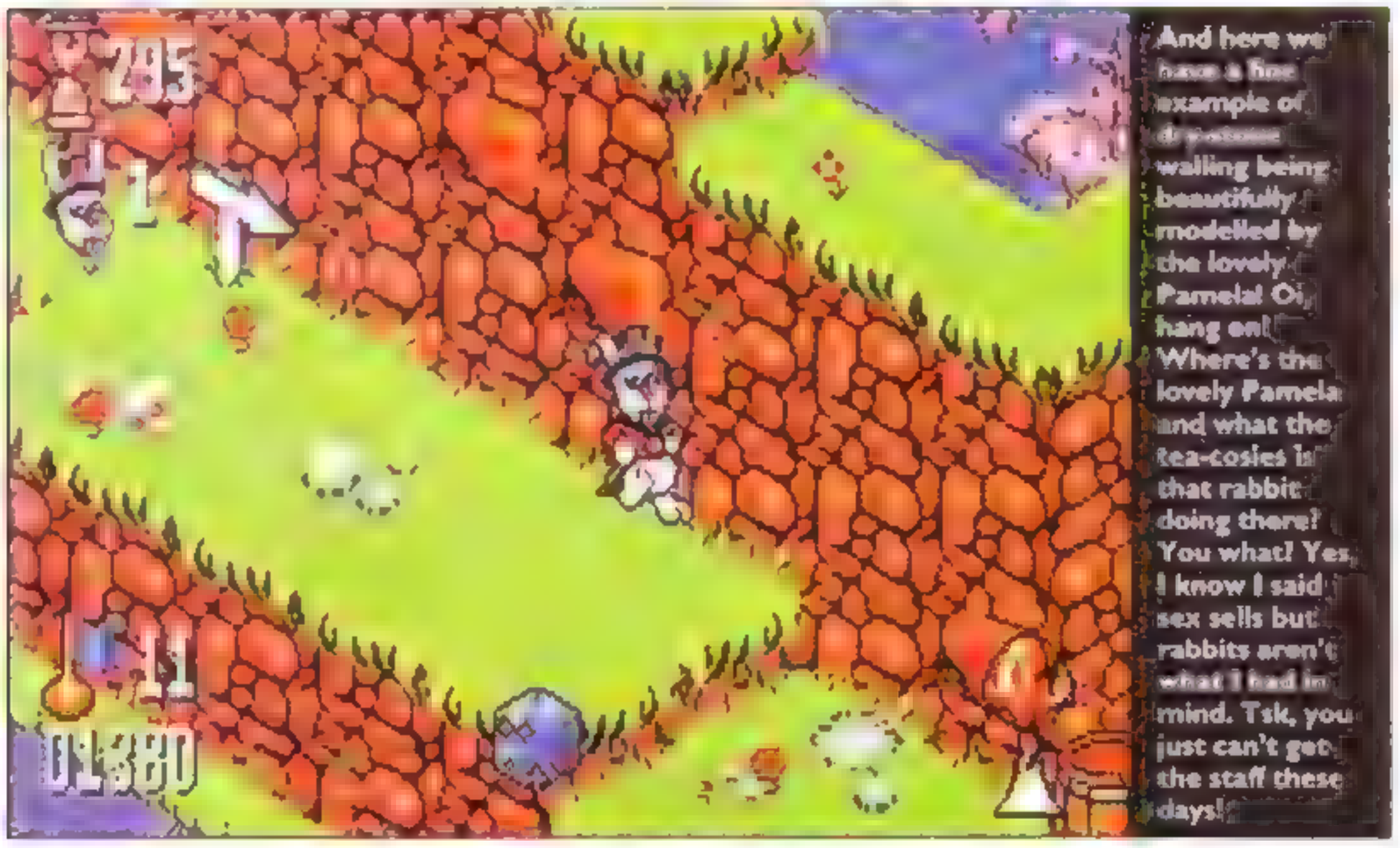
I suppose I'd better put a criticism in or the Ed will be mad at me, so here goes... you won't really want to bother with it once you've completed, but then again, do you ever? Anyway, it's big enough to ensure value for money. ■ **DDF**

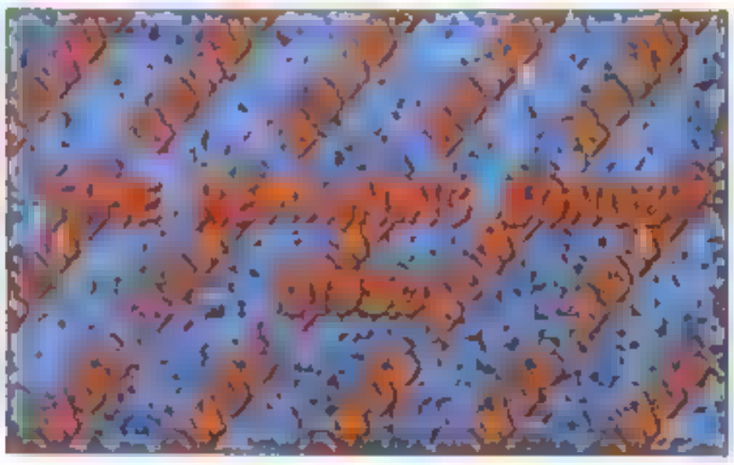


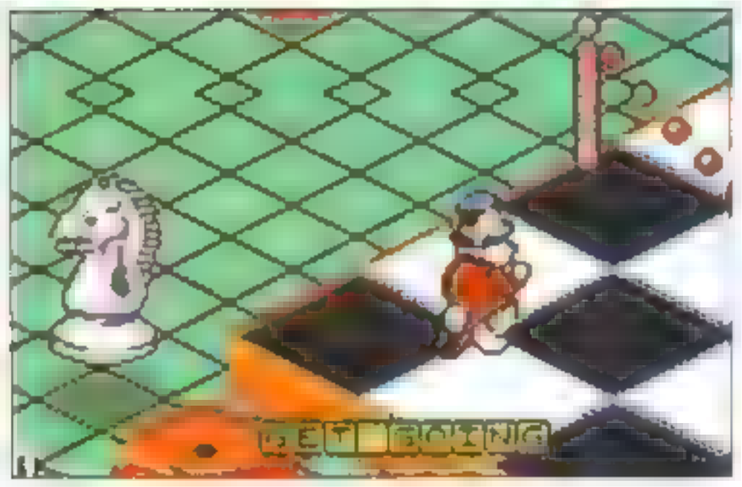
No, Whizz, don't do it... too late. He's jumped. Another victim of the famous stock market crash of 1937. It's not widely known, but the carrot index was one of the hardest hit of all.

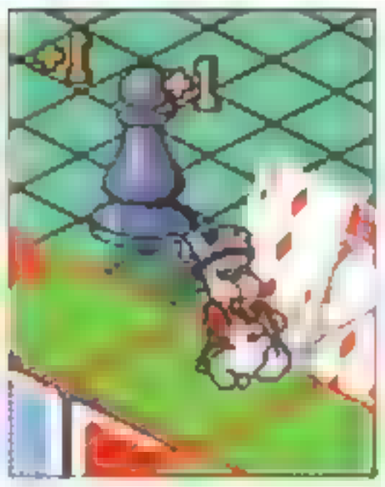
355
A red ringmaster's coat and a packet of Victory Vs are all the fearless Whizz requires to see off the fearsome terrent of mentos who bar his path.

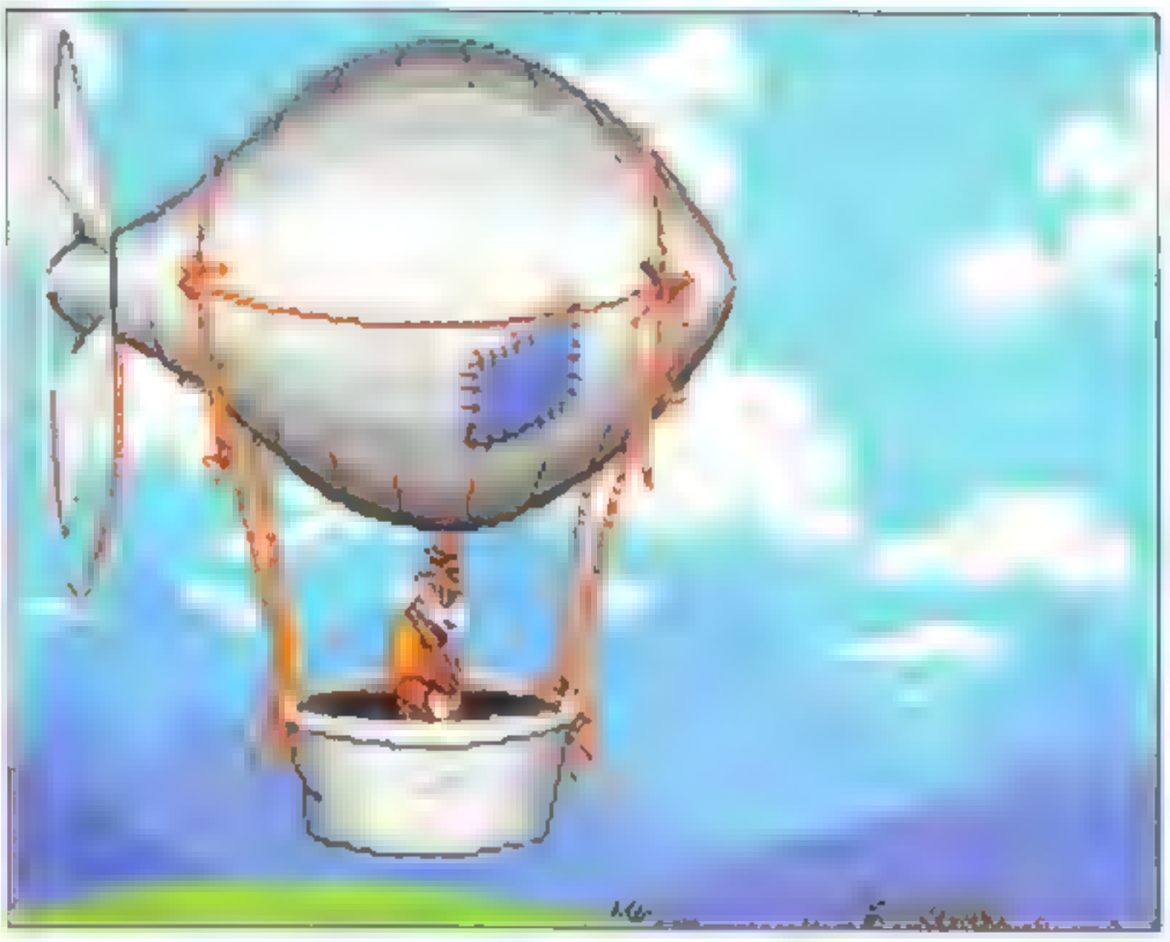


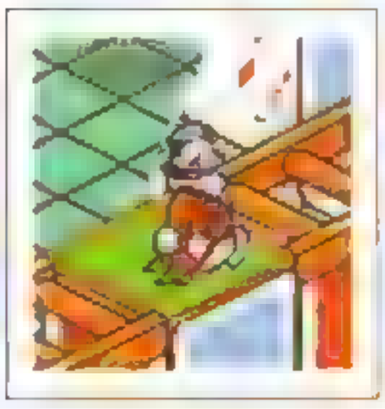

295
And here we have a fine example of a wailing being beautifully modelled by the lovely Pamela! Oi, hang on! Where's the lovely Pamela and what the tea-cosies is that rabbit doing there? You what! Yes, I know I said sex sells but rabbits aren't what I had in mind. Tsk, you just can't get the staff these days!



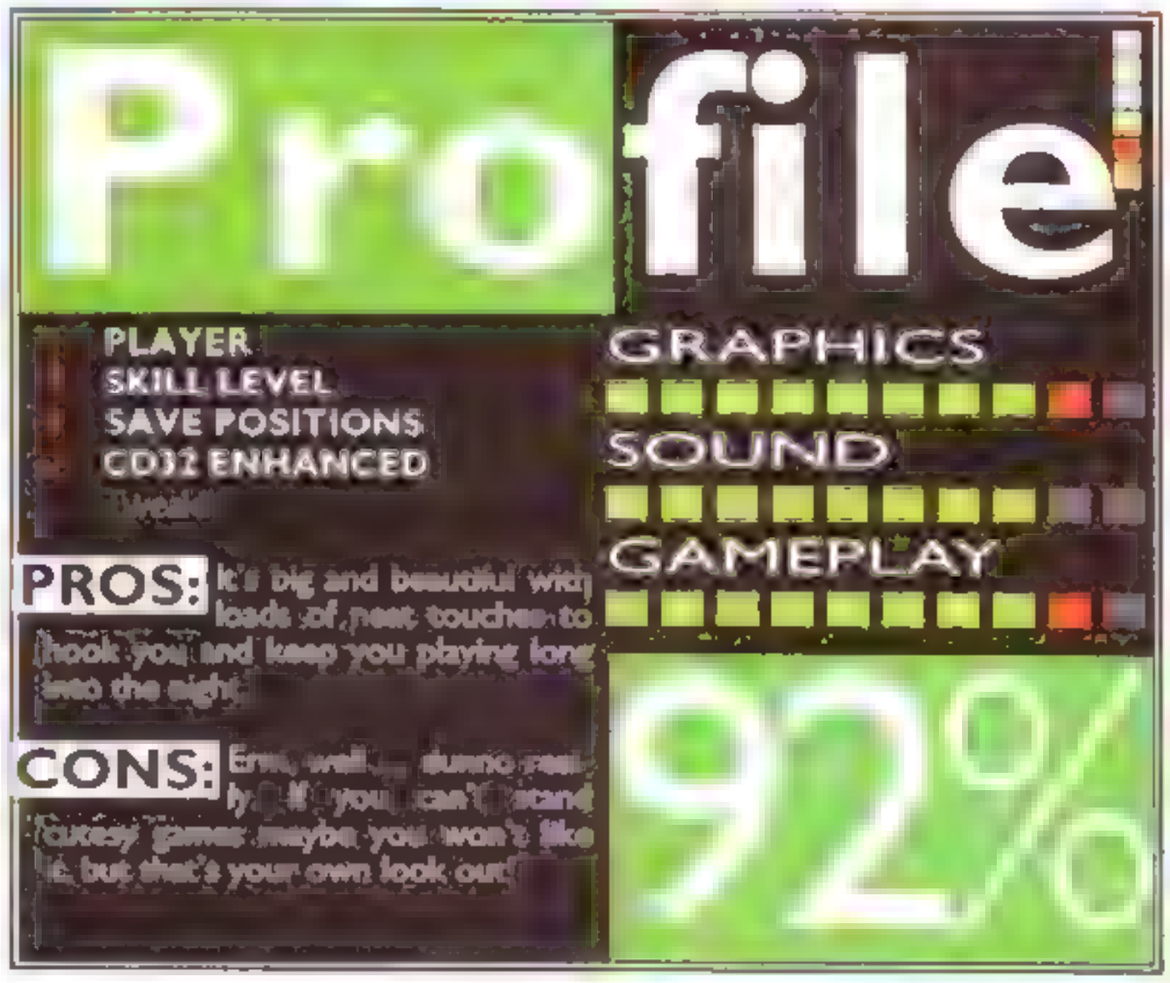








"All the time you're being bombarded by with so many diverse characters and forms you won't know which way to turn."



CD review

Colourful shoes, big, heavy balls - what more could one ask for in a sport? Well, it can be a bit on the expensive side to go ten-pin bowling these days, so why not have an alley in your own home? This might sound a bit drastic, but good old Team 17 have made it possible!

Just look at this for a title screen. It really does have everything a title screen should have. The name of the game, a piccie showing what it's all about, and all arranged in a clear and appealing manner. Wonderful!

When *King Pin* was first thrust in front of me I was a bit confused to say the least. Team 17 have come out with some pretty outstanding stuff recently and yet here they are with a ten pin bowling game! I mean bowling, that's a saddo sport, isn't it? Have they gone mad!

To start with I wasn't sure whether to laugh or cry. Was this just a sick joke? After all, this was the same people that made *Alien Breed* and *Tower Assault*. *Kingpin* was the last game I'd have expected from them. Still, I promised to approach it with an open mind and put all my prejudices and hatred towards the sport (if you can call it that) to one side. So, on with the my lovely multi-coloured bowling shoes, off to the alley and time to knock the hell out of some poor, unsuspecting pins

In case you've lived on some desert island, without any human contact, for the whole of your life, I'll explain the basics of ten pin bowling. Each player has two attempts at trying to knock down ten pins, by bowling a ball down an alley. These two bowls are called a frame and each game consists of ten frames. At the end of these ten frames, the player who knocks down the most pins is the winner. To add a bit of spice, if you knock all the pins down on the first go, (a strike), you get ten plus the the score of your next two throws. If you knock all the pins down on the second go, you get ten plus the score of your next throw. Phew! Explaining ten pin bowling isn't as easy as you would think. If it all sounds a bit confusing - don't worry, because all the scores are automatically worked out by the computer.

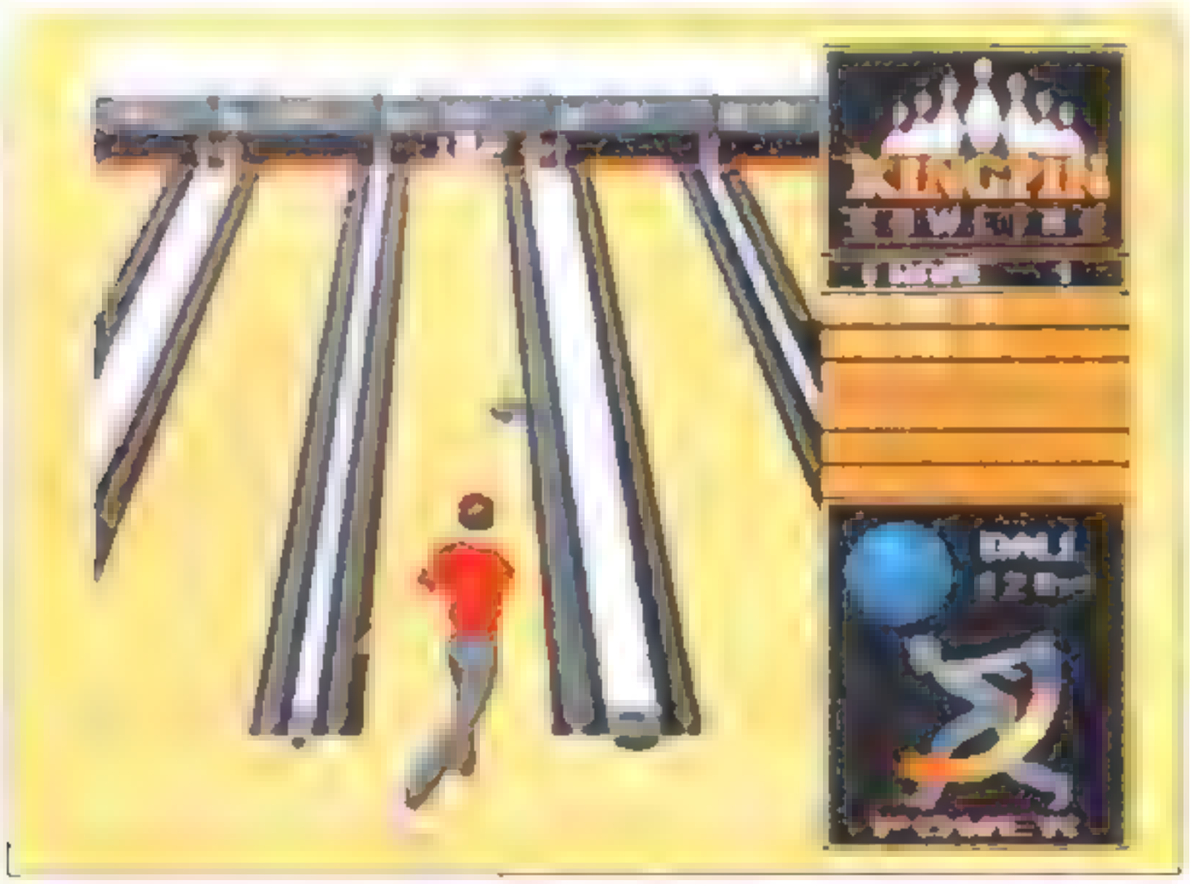
Bowling is one of those games that can be played on your own, but is better against some friends. If you play on your own, the aim's to try and beat your own best score. This may sound a bit dull, but can actually become quite compulsive and addictive. There's actually quite a challenge in constantly trying to better yourself and no matter how you do, you can always do better

If you want an equally challenging game with a lot more fun, then you can take on the computer or some friends in a head-to-head. With up to five other players, you can play either single series, where everyone is against each other and the highest score wins, or pairs, which is two against two, and even trios — three against three. This is actually quite a good multi-player game, with lots of skill, plenty of tension and excitement, but most importantly, lots of laughs. It can be a little slow at times, but sitting around watching and laughing at your mates feeble efforts is all part of the game.

When you go ten pin bowling there's always some cocky git who thrashes your pants off repeatedly. This'll be no different on the computer, so Team 17 have kindly added a handicap system to make sure everyone has a fair chance. This is a nice little touch and helps give the game a broader appeal as hopeless players can play good ones and still have a close game.

I know when I go bowling (okay, okay I admit I've been ... but it wasn't without force!) I just pick up a ball throw it down the alley and think what an easy game it is. What an ignorant fool! From playing this game you will soon appreciate that there's much more to it than meets the eye. With five different ball weights, each with different deflection rate, speed and curve, along with varying alley conditions, there's actually quite a lot of strategy in there.

The graphics aren't too spectacular, but are clear and more than adequate for the game. The audio is also okay; the digitised sound FX coming from a real bowling alley! Both are irrelevant, though, to what is the essence of the game, i.e. the playability and fun. In these two areas it scores surprisingly well, and I have to swallow my pride and admit I actually quite like it. Don't get me wrong, you won't see me in any bowling alleys, but if I wanted a game to play with my family and friends, this would be the one I'd reach for. If you don't want to ruin your street cred by going to the bowling alley, get this game and you can have all the fun, without ever having to leave the comfort of your own home. ■ **jE**

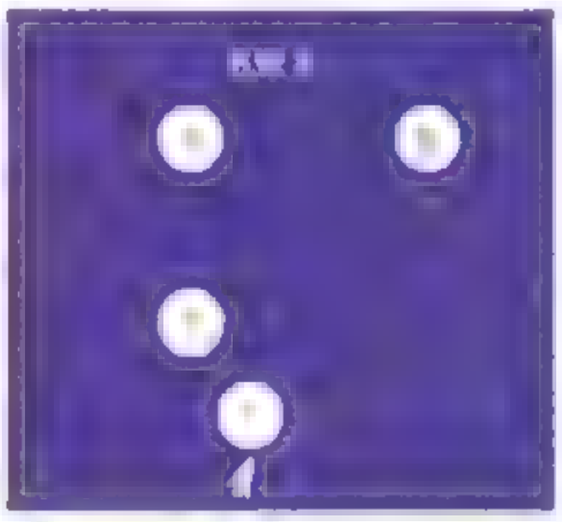


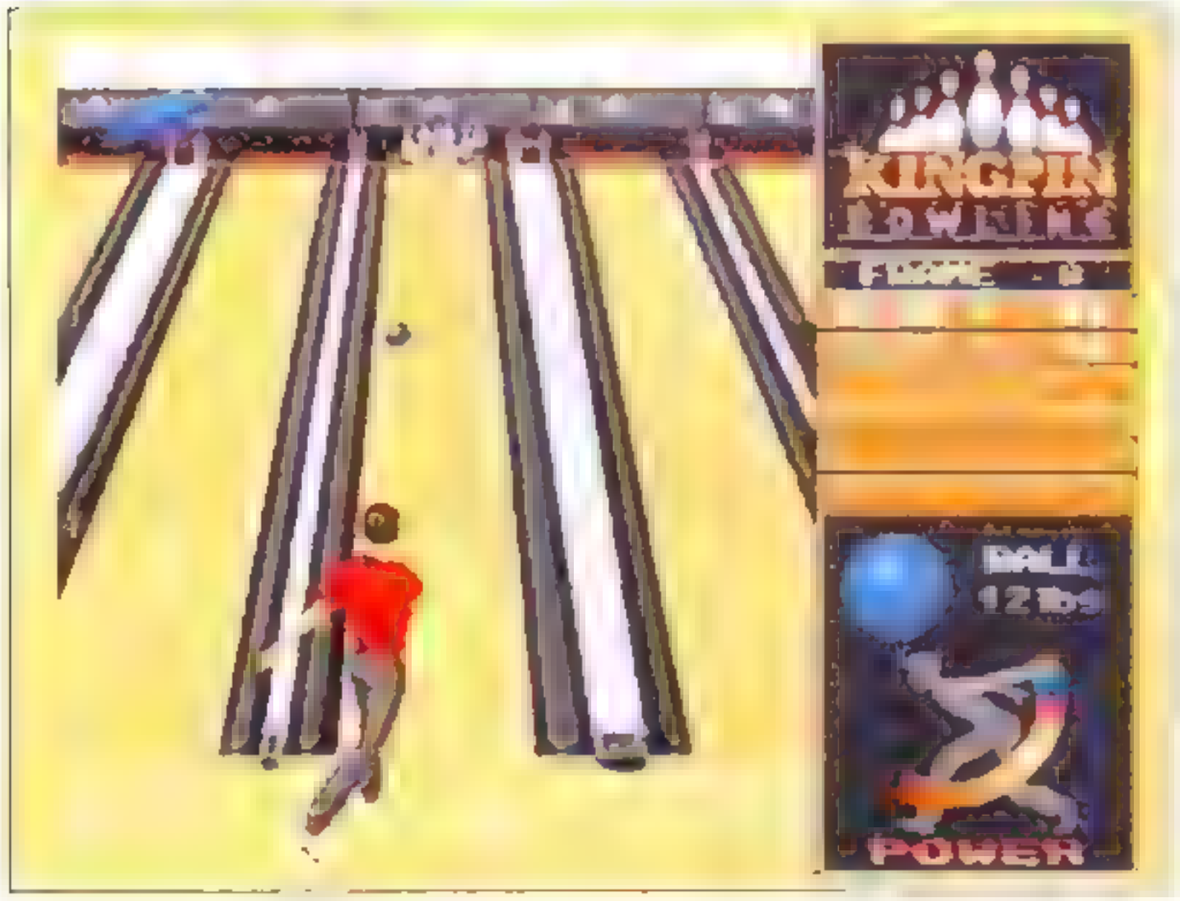
They're tottering, but are they going to fall? I certainly hope so because otherwise that was a really crap shot. Oh well, at least we gave it some welly. Shame there's no points gained for how hard you can throw the ball innit!

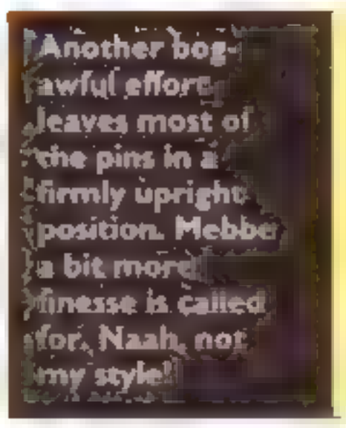
KingPin

PUBLISHER: Team 17 PRICE: £ TBA
DEVELOPER: In-house ETA: TBA

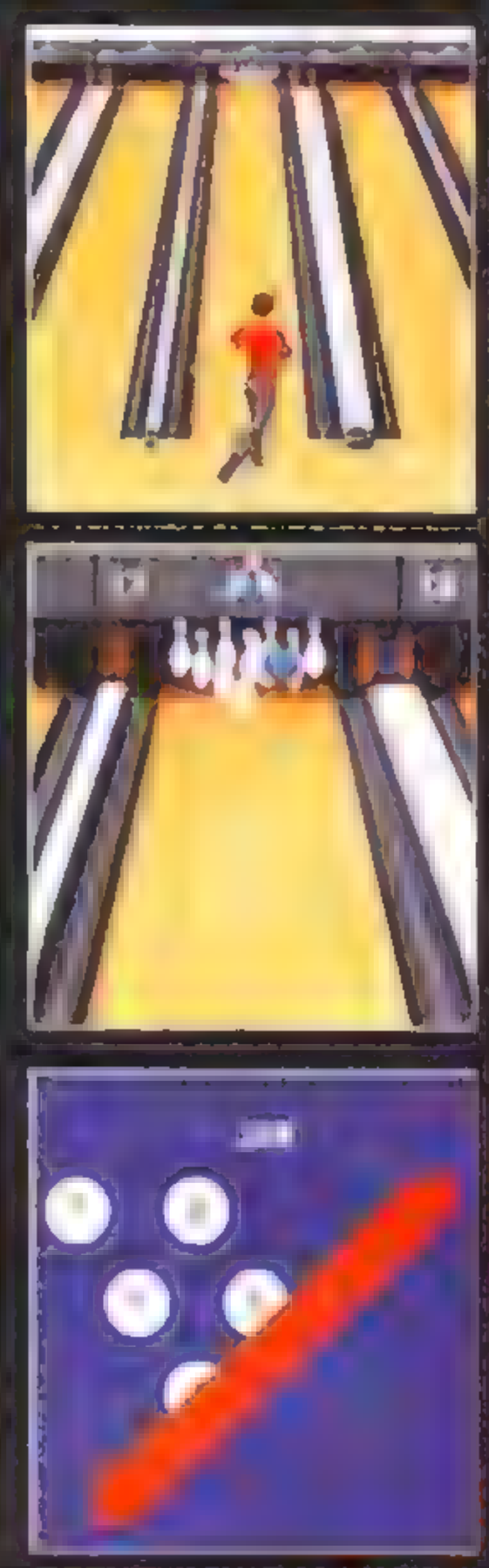
" There's quite a challenge in constantly trying to better yourself and no matter how you perform, there's always room for improvement "







all the fun of bowling, without the silly shoes!



My, my, my, who would have thought bowling could look so interesting. Hmmmm! Okay, okay so it doesn't look much, but believe me it's great fun and couldn't be easier to play. Just line your shot up, run up and let the ball fly. Me and my old chum Miles had a game and couldn't stop laughing – whether this was because we couldn't hit a barn door from two feet with a bazooka, or because Miles was cheating so bad, I'm not sure. Anyway, needless to say, I thrashed him good and proper, which didn't go down too well and it was two hours before he'd talk to me again.

Profile

- 1-4 PLAYERS
- SKILL LEVEL
- SAVE GAME
- CD32 ENHANCED

PROS: Strangely addictive for such a simple idea. You think you're just going to have a quick razz and, before you know it, a couple of hours have passed.

CONS: It lacks graphical variety and the presentation is a little on the sparse side.

GRAPHICS

SOUND

GAMEPLAY

80%

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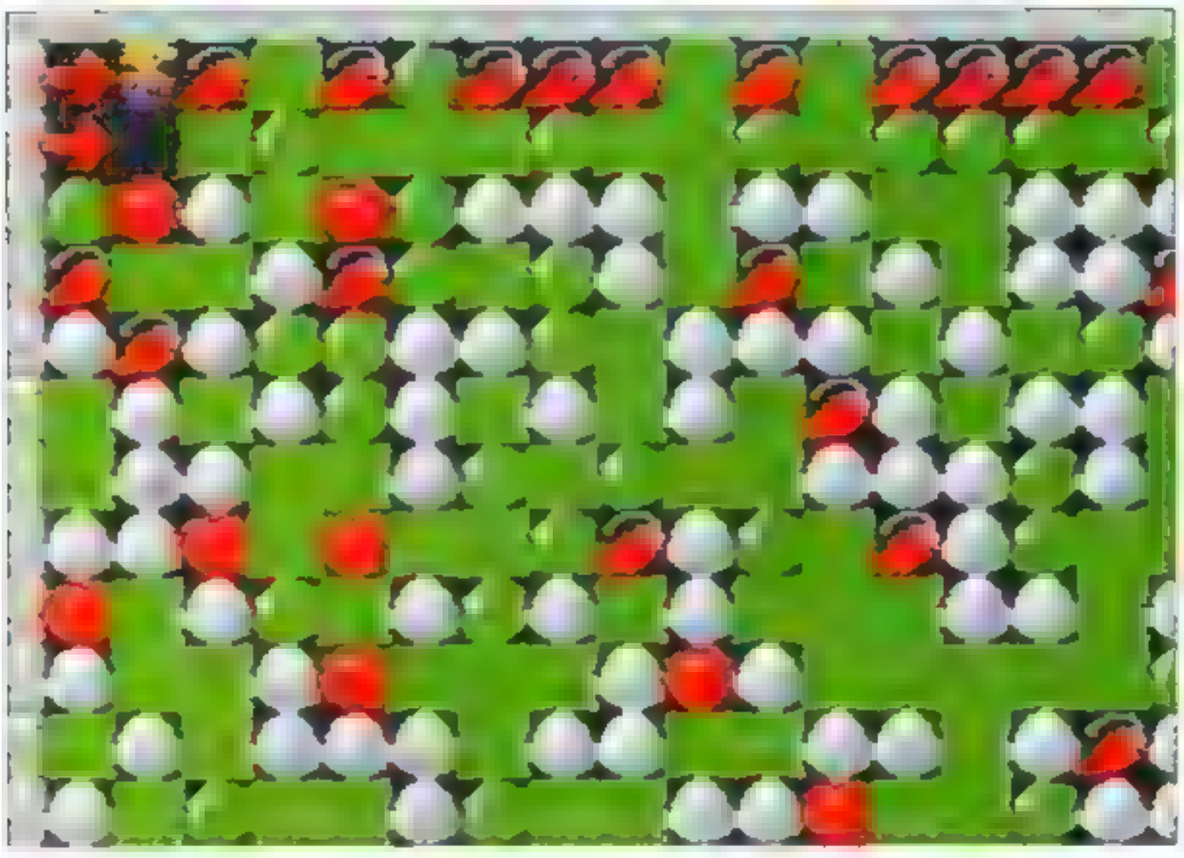
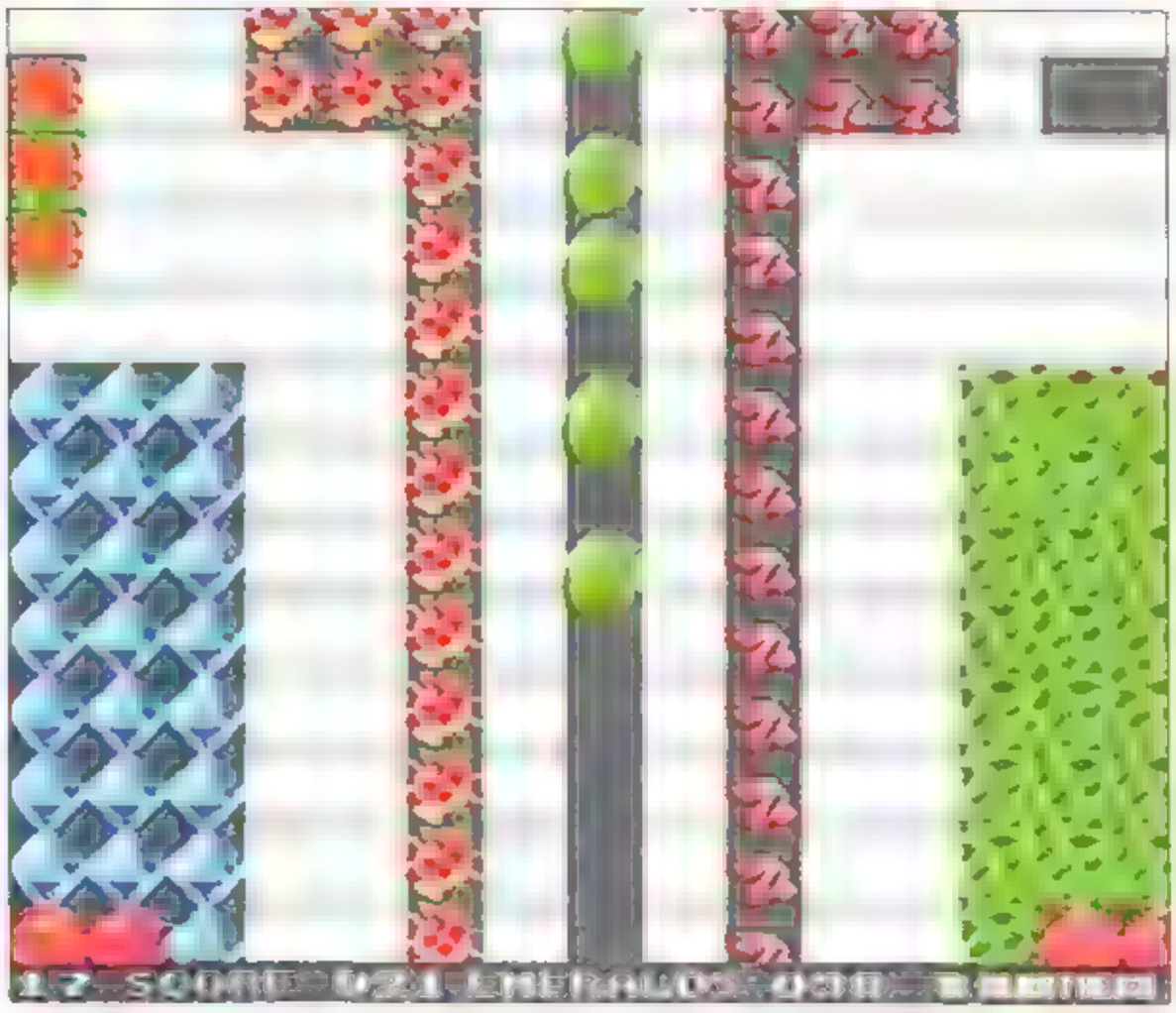
CD review

There's nothing quite like a good puzzle game to while away the long winter evenings. With that in mind, get your brain into gear and prepare go down the *Emerald Mines* for a healthy dose of forward thinking and gemstone japery.





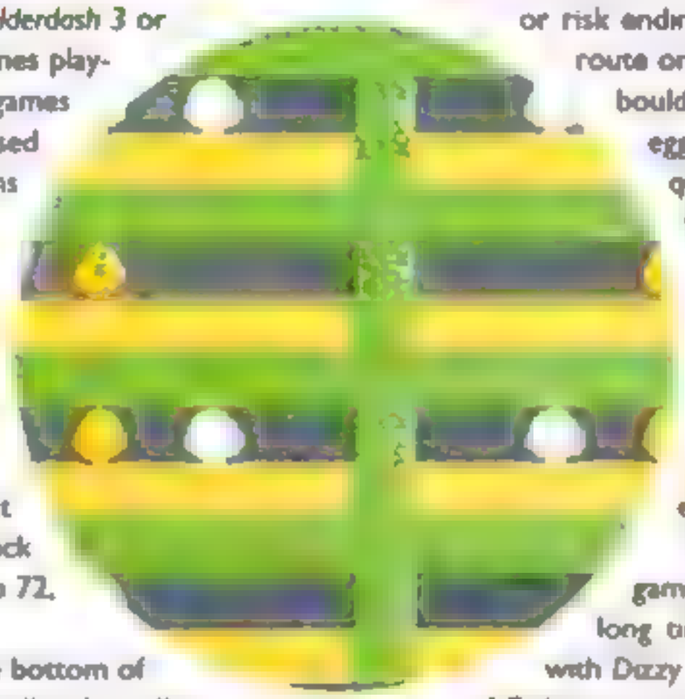
Remember *Boulderdash*? What about *Boulderdash 2*, *Boulderdash 3* or even *Boulderdash Construction Set*? If you've been a games player long enough that the mere mention of these games brings a tear to the eye, then you'll be more than pleased about the release of *Emerald Mines*. If *Boulderdash* means nothing to you then you're in for a pleasant surprise.

Basically the idea is to collect the emeralds and diamonds (which are worth three emeralds) before making your way to the exit and the next level. Sounds easy, I know, but believe me — it's all fiendishly difficult! Before you start playing, you have the option of selecting any one of the 180 levels on offer. You can then choose to customize your game with different graphics and/or sound

Unlike other puzzle games (and the CD32 is a bit lacking in that department at the moment) you can use the 'Start At' option to pick your beginning point. Choosing level 72 lets you access all levels up to 72, but choosing 00 means you have to complete each level in turn.

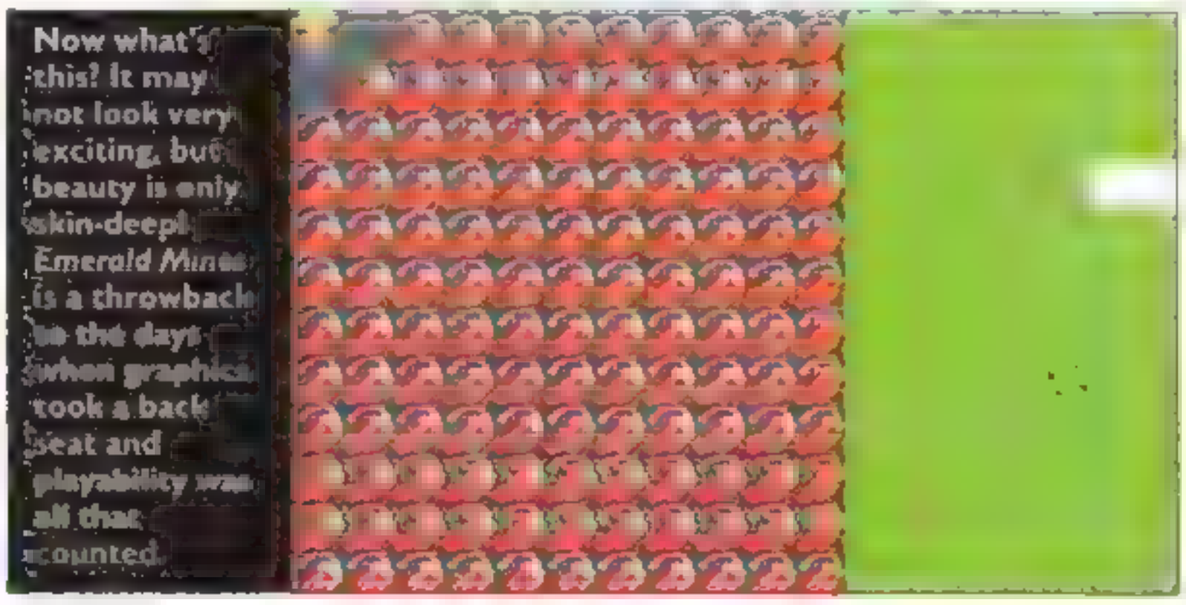
Once the game gets underway you'll see an emerald counter at the bottom of the screen showing how many emeralds you have, and how many are still to be collected. Alongside this is a timer. To collect emeralds you just run over them, but there are objects around to help or hinder you. Boulders can be pushed around to clear the way or to fall onto a bomb. Bombs can clear areas, but watch out for chain reactions! Bugs, flying things and crab-like creatures tend to run around at will and one touch means starting the level again, although any points scored are carried over. Drop a boulder or bomb onto them and you're rewarded with a sackful of gems

There's a strong strategy element in *Emerald Mines*, even on the very first level. Everything looks so easy until you ponder how to get those gems further down the screen when there's no apparent path. You have to plan your route in advance or risk ending up in a stalemate situation. Many a time have I taken a route only to find myself blocked in on all four sides by immovable boulders, or even have a bomb drop on me! As sure as eggs is eggs, you will too. If you're faced with a no-win scenario, a quick push of the red and blue buttons will take you back to the 'Start At' screen

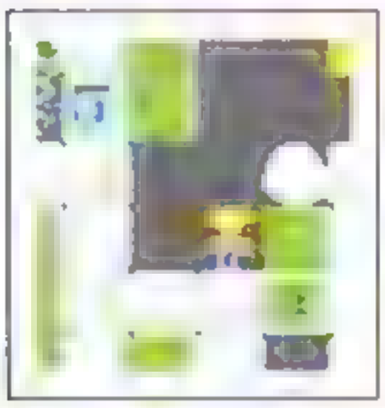


On later levels things look pretty bleak, but after a bit of thought things soon start to fall into place. If you're faced with a coloured block you can't get through, the chances are you haven't got the key, so find a creepy-crawly, push a boulder on top of him and he should obligingly drop one (*Oo-er — Miles*). Do remember to keep an eye on the timer though

Emerald Mines is one of those frustratingly addictive games, that, with so many levels, will keep you going for a long, long time. I don't know what it is about this month, but, what with *Dizzy* and now this, it seems the CD32 is undergoing some sort of Eighties revival. Is this a good thing or a bad thing? I suspect all these techno-dudes will claim the latter, but just look at the facts. Platform games were around long before *Donkey Kong Country*. Beat-'em-ups were there before *Street Fighter* and *Mortal Kombat* were even a glimmer in a programmer's eye. Bring back the good old days we say! ■ **DDF**

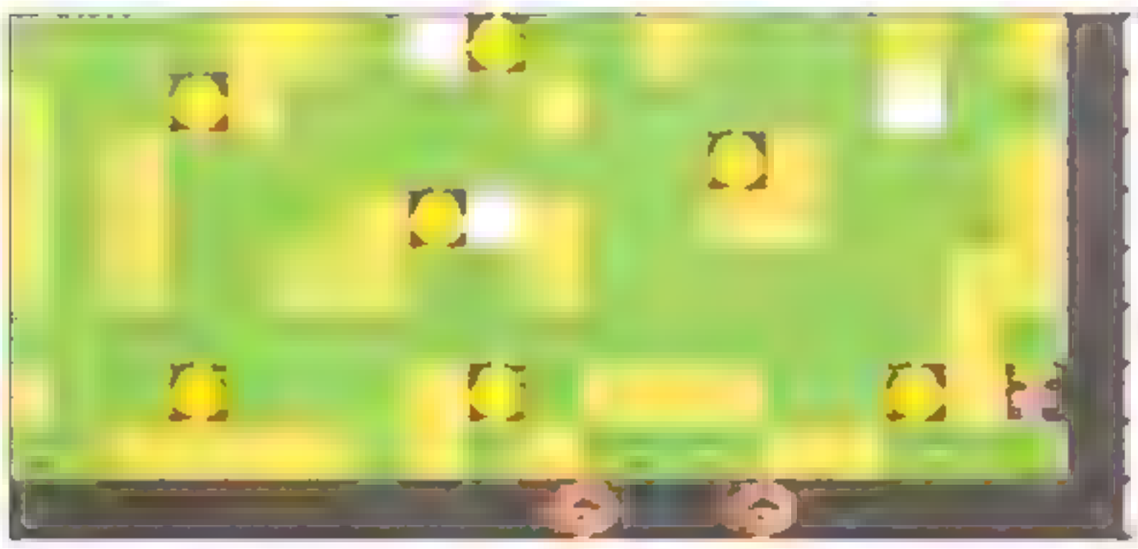


Emerald Mines



" *Emerald Mines* is one of those frustratingly addictive games; that, with so many levels, will keep you going for a long, long time. "

PUBLISHER: Alamathea PRICE: £14.99
DEVELOPER: In-house RELEASE: Now



Profile

PLAYERS
SKILL LEVEL
SAVE POSITIONS

CD32 ENHANCED

GRAPHICS
SOUND
GAMEPLAY

PROS:

CONS:

85%

CD review

The final whistle's gone, and that was a game of football! To be fair to the lad he's gone out there today and done a job under difficult circumstances. But at the end of the day if neither side hits the target over 90 minutes then you're going to end up with a nil-nil draw. Back to Des in the studio...

Soccer games on the CD32 are few and far between. We have *Sensible Soccer* which, as everyone knows, is about the best game of its type around, and then there's *Kick Off 3* which is pretty awful. I guess you can probably reel off a few other games but none actually spring to mind. Pity we haven't got *FIFA*, and when it comes to soccer-cum-management games the companies simply don't bother because of memory restrictions for saving. Actually, there is one game which leaps to mind — *Empire Soccer* from Graftgold but it's unclear whether it will appear on the CD32, although Andrew Braybrook himself would love to see its release (Bit of name dropping there, Derek? - Ed)

The roar of the fans, the wind in your face. The ball at your feet 30 yards from goal. A swarm of angry opposition players around you. You swerve past two, one goes for the dirty tackle... he misses! Twenty yards. Another slides at the ball but superior footwork gets you past. One goes for the dirty tackle. Ten yards — it's just you and the goalkeeper now. He looks anxious as you rocket towards him. You fake a shot. He dives. You shoot GOAL!

The sports sim has grown to become one of the most celebrated genres of the computer game industry. People around the world love sport, people around the world love computer games. It's a match made in heaven. There are numerous football sims on the market, all trying to scramble to the top of the heap and now *Sensible Soccer Superstars* has started its climb

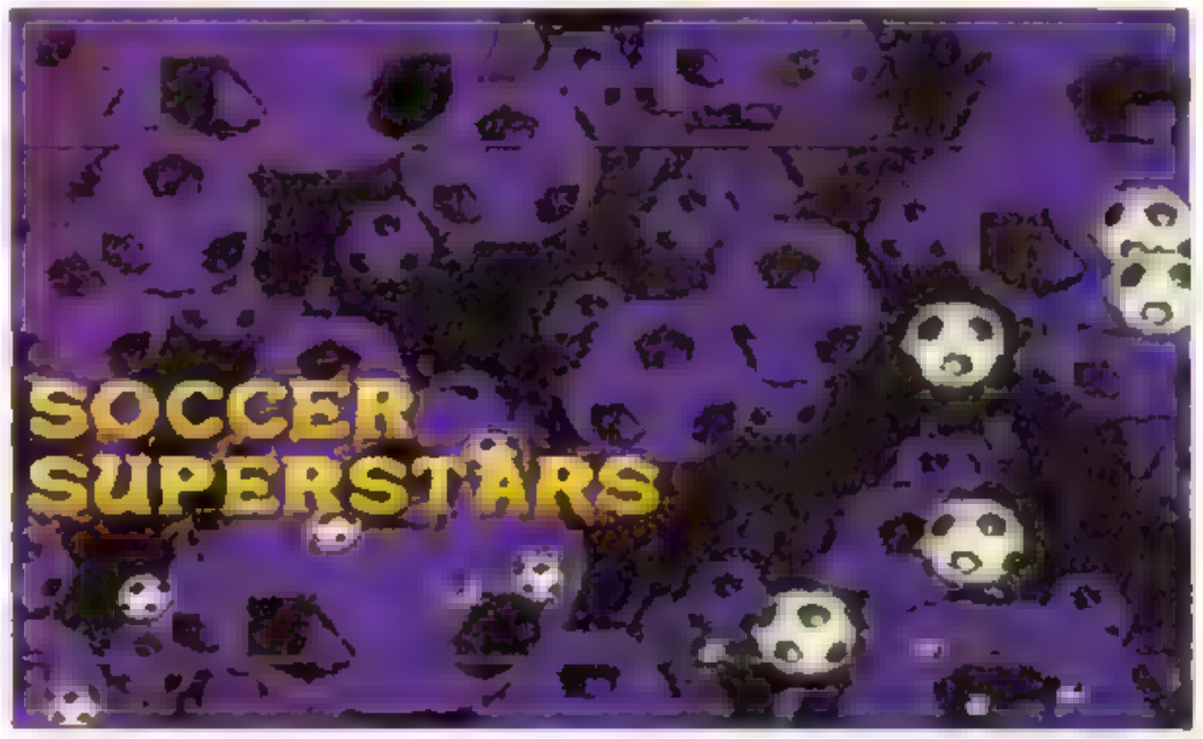
SS can be played by one or two players in either Flair Cup or friendly mode. The Flair Cup is an international competition with 32 teams to choose from. Both modes are resplendent with options, which'll be familiar to those who've played this type of game before

Every aspect of football has been covered. You can just rush straight in there for a quick game or you can think about your next match, plan ahead and arrange your team accordingly. It's nice to be able to customize a game to this level

Like all soccer games you have a good array of moves and what's neat is the the variation in the strength and way you can kick the ball. Above the player's head is a small dotted bar and the longer you hold down the button, the stronger the the kick or pass. This is not a hit and miss affair but has variety so you can put together some deft moves. The player in control is marked with a cross by his feet and the nearest player is also high-lighted by a cross

A set-up screen allows you to change formation and look at all the players in your team, all of which have three main attributes and balancing a good team is part and parcel of the game. Whether this has any effect on the end result I cannot honestly say. It really always seems to be a case of the user being pretty slick on the controls! Yep, there are more manipulation screens, time etc but you all know what to expect so I won't bore you with the obvious.

Once the game begins you are thrown into the heat of the match. The playing area is viewed from the classic arcade football perspective — a side on view of the pitch and players. However, during penalties the viewpoint switches to



Mitre Soccer Superstars

" Ideally *Soccer Superstars* could have been an excellent arcade football game. All it really lacks is polish. It won't reach the top of the sports sim heap, though it's not far off. "

PUBLISHER: Flair PRICE: £TBA
DEVELOPER: In-house OUT: TBA

a player's eye view The in-game graphics to be fair are decidedly average The sprites are quite well animated and the ball movement is fairly realistic but it just doesn't have that 'look at me' factor so many companies seem to rely on these days.

Graphics, however, are not everything and it's the game as a whole that counts. The playability is good and the control method intuitive Matches are good fun and as with all two-player games competition keeps the game moving at a decent pace

Sound effects are put to good use with the crowd getting particularly excited when a goal looks imminent There's music on the title screen and between games but none to interfere once the action begins

Ideally Soccer Superstars could have been an excellent arcade football game. All it really lacks is polish. As it stands, the CD32 version beats the PC version hands down. The latter simply didn't have the same playability. Soccer Superstars will not reach the top of the sports sim heap, though it's not far off

What more can you say about a football game! As far as I'm concerned, especially on the Amiga, they fall into two categories — good or bad, and this one is definitely in the good league

If you were asked to give a comparison to a soccer team then this isn't a Blackburn or Liverpool, but Southampton, Chelsea or even Coventry is a good match-up

DDF

Profile

2 PLAYERS
SKILL LEVELS
SAVE GAME
CD32 ENHANCED

PROS: Controls are more average and each button has a special function. Creative Edge have done a good job of re-tuning and refining the PC version.

CONS: Play the graphics aren't cleaner and better defined, and there isn't a better-looking surface. Artists are plentiful, so I always wonder why the graphics aren't gob-smacking.

GRAPHICS
SOUND
GAMEPLAY

82%

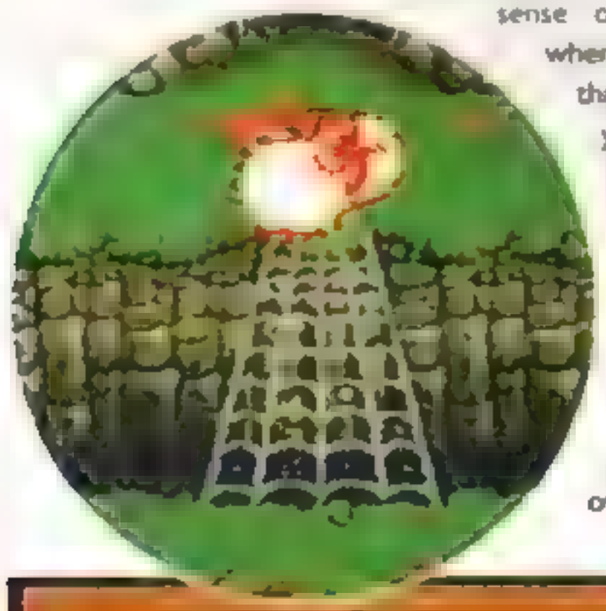
CD review

A sword-wielding maniac roaming the woods, ogres and goblins, witches and wizards, scrolls and potions! All this can mean only one thing, another excellent RPG from Core. They hit the mark with *Heimdall II* and look set to do the same with their new release, *Dragonstone*.

For an RPG, the first thing that staggers you about *Dragonstone* is the sheer size of the manual — it's titchy! A short blurb and a run through of the controls is all you get. Any bookworms amongst you might be disappointed, but not me. There's nothing worse than getting your new game home, tearing away the cellophane only to be confronted with the complete works of Barbara Cartland. Skimming through the first few paragraphs, the urge to play soon overcomes you and you jam the CD into the machine. Half an hour of aimless wandering around follows. You have no idea what you're supposed to be doing, and even less idea of how to actually do it. Eventually the CD32 finds itself turned off in disgust and the offending CD hurled into a darkened corner to gather dust and weep silently

Despite your outrage, it won't be too long before your conscience, or the thought of loads of wasted dosh, has you delving through all your smelly underpants, trying to find the offending CD. Just one more chance! You grit your teeth, load it up and BANG - it hits you! At last you see the light! For a second you curse yourself for being such a fool, then quickly lose yourself in the magical world of *Dragonstone*

The point of this little parable is don't judge this game too quickly. Okay, at first it seems bloody hard and is extremely frustrating, but with a little perseverance it soon starts to shine with distinction. At the beginning you know very little about what you're doing and how to do it, but as you progress through the game, you'll come across all sorts of characters who will explain and help you. Instead of taking anything away from the game it actually makes it better. There's something strangely intriguing about finding out the plot as you go. There's a greater sense of achievement as well, as whenever you accomplish something in the game, you know you've done it off your own back



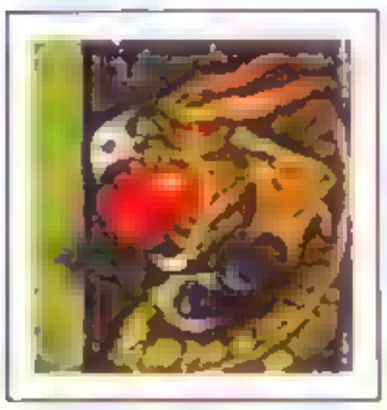
Solving puzzles and lots of fighting are the norm for any RPG and *Dragonstone* is no different. The usual searching around looking for items and figuring out what to do with them is the essence of this game. The puzzles and challenges you must overcome are not easy, but aren't annoyingly difficult either. With some RPG's you get the impression the programmers get a sick pleasure out of making them as hard as possible. With *Dragonstone*, though, the emphasis is on playability, not impossibility

The game gently coaxes your brain into gear and demands a fair bit of thought, but nothing is so hard as to have you stumped for hours on end. In fact the hardest thing you'll come across is fighting all the ogres, goblins and ghouls. These nasties are hard enough as it is, without things being made worse by the tricky fight control. When you fight you must be facing in exactly the right direction, because once you start waving your sword around, you can't move. Another annoying thing with the fighting is that there's a delay between pressing the attack button and it actually taking effect. This delay, caused by our hero swinging his sword back to gain power, gives the enemy vital time to hit you. If they do so, you need to start your swing again, and if you're not careful you'll be dead without ever bringing you sword crashing down upon somebody's head!

At the start of the game you own very little; just a sword and the clothes on your back. As you explore however, you'll soon pick up all sorts of useful things leaving your rucksack bursting at the seams. Money, scrolls, food and so on can be found dotted all over the place, but mostly they turn up after you kill somebody. You will also be able to buy items and improve the strength of your weapons at some of the shops you come across along the way. As you would expect with an RPG, there's always loads to see and do, hoards of baddies to hack to pieces, and lots of computer interaction. This keeps you constantly on the go and, although, at times the game feels a bit sluggish, you will never be able to stand around for too long.

The graphics look okay enough, clear and well-finished, but lacking in any real detail. The main character in particular looks suitably hard, but is restricted in his actions. I mean, he can't even jump a 2 inch wide river! On-screen you have very few dials, or bars explaining how things are going. All you have is a face, which turns to a skull the more you get hit and a bar that shows how much your

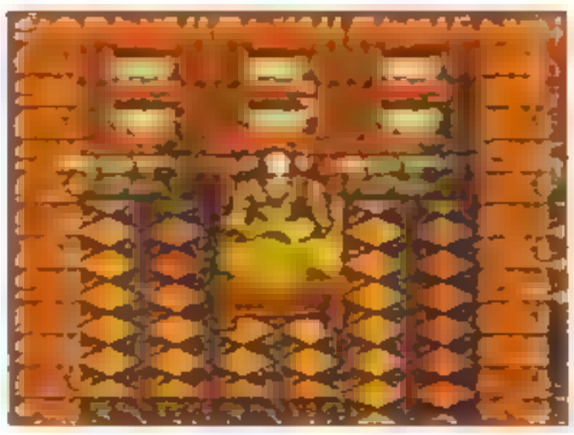
DragonStone

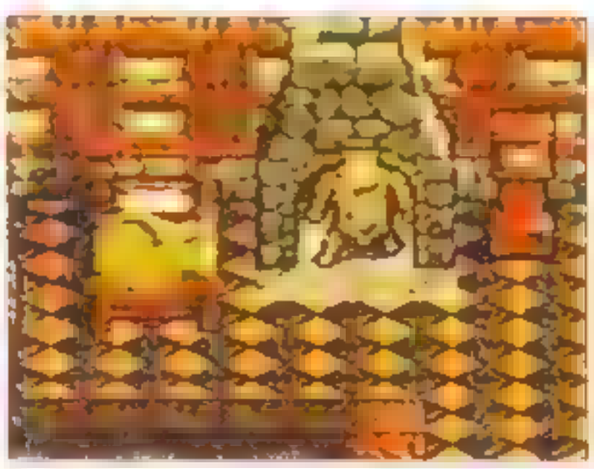


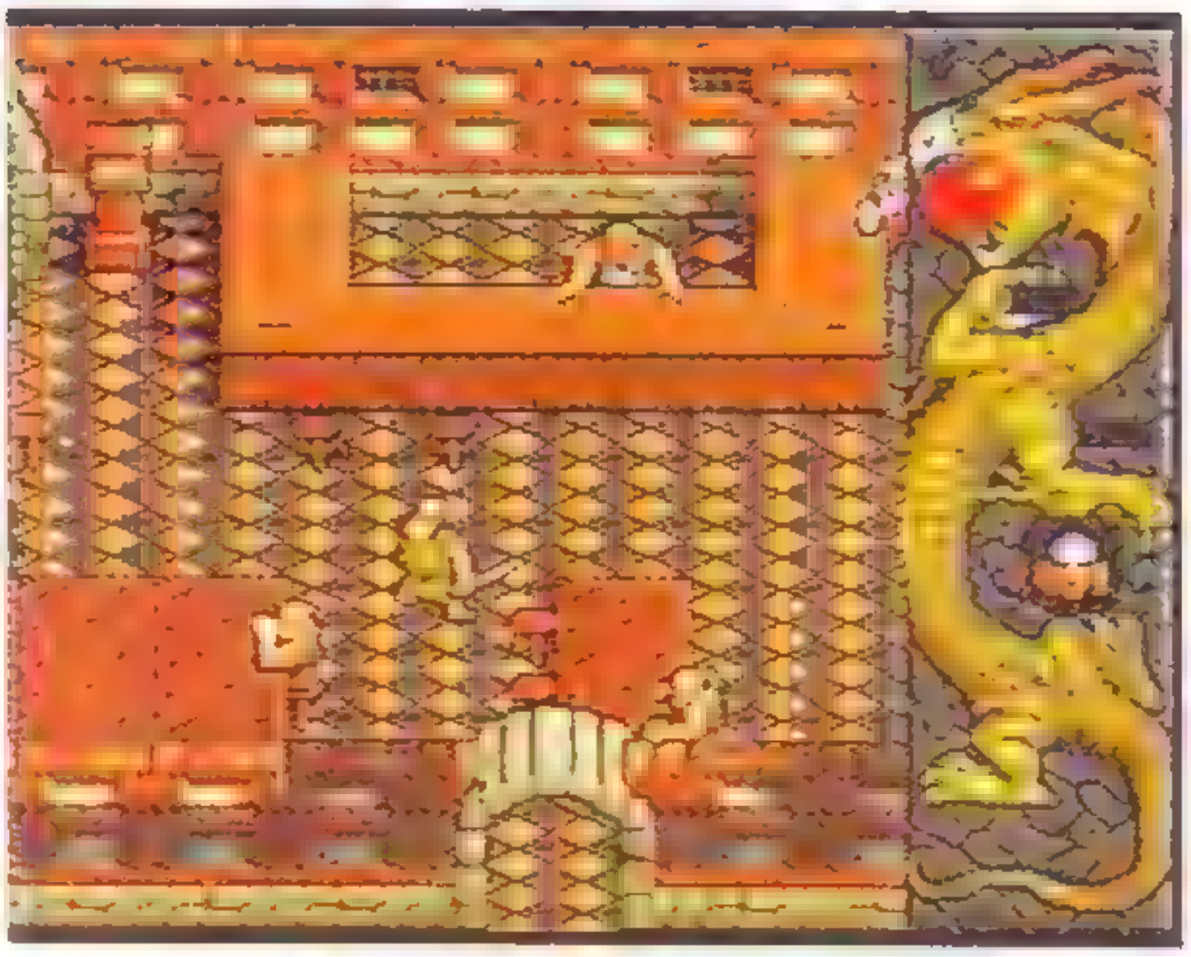
" The game gently coaxes your brain into gear and demands a fair bit of thought, but nothing is so hard as to have you stumped for hours on end. "

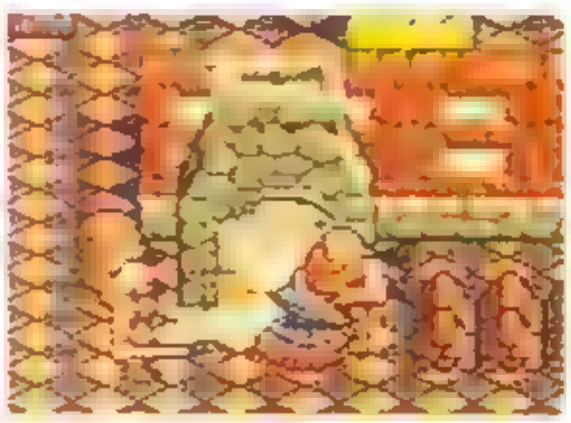
psychic powers have built up. This is a good example of how the game, although complex and compelling, at the same time has been kept quite simple so as to ensure maximum playability

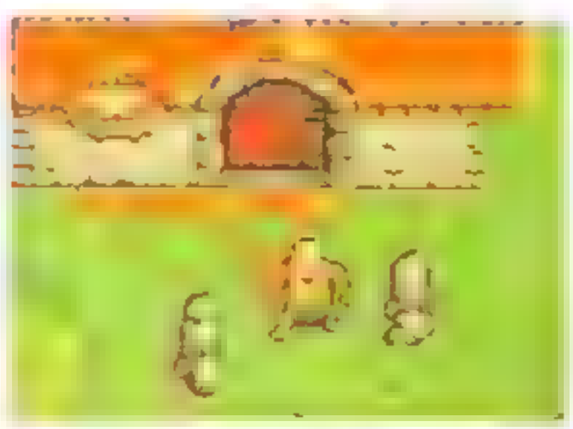
First impressions are of a poor man's *Chaos Engine*, mainly due to the scrolling forced perspective. Graphically though, it's not as accomplished. The sinister, baroque visuals of the Bitmap's atmospheric shooter are replaced with comparatively lame woodland scenes. You soon discover that the gameplay owes more to Nintendo's *Zelda*, which is widely regarded as the best console RPG that money can buy. As the game unfolds it becomes more and more intriguing, and gets a deserved thumbs up from us here at ACG. Good fun for all the family. ■ **JE**

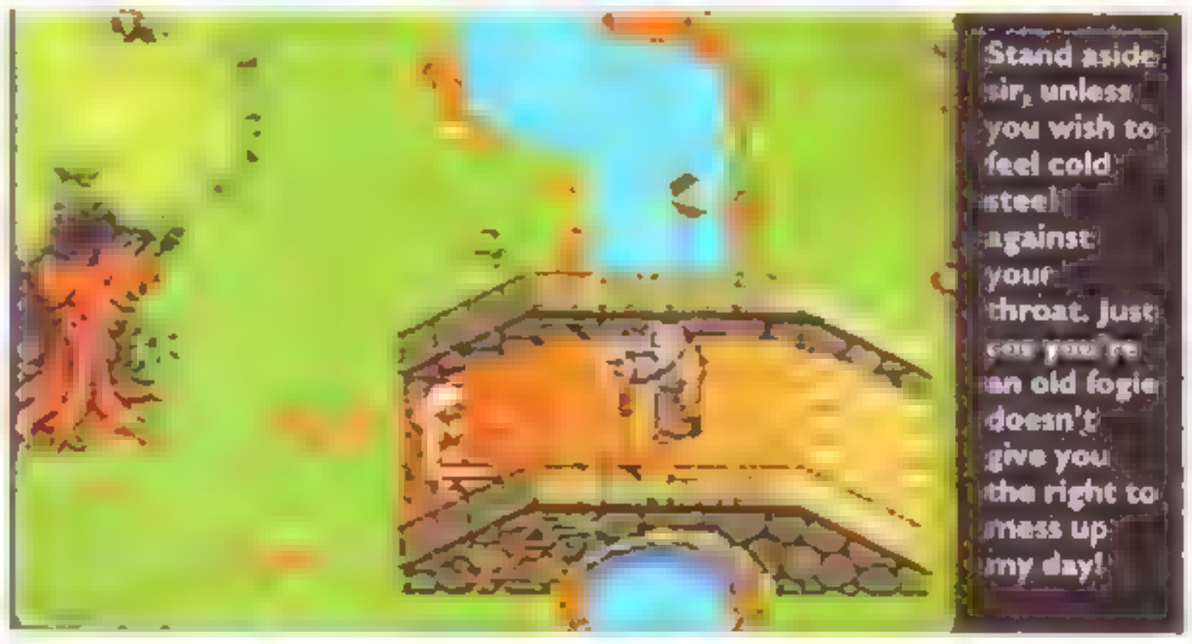












Profile

PLAYERS
SKILL LEVELS
SAVE GAME

CD32 ENHANCED

GRAPHICS

SOUND

GAMEPLAY

PROS: The puzzles are nice and logical and the story-line chugs along nicely without becoming over-convoluted.

CONS: It's a little short on action and fighting the woodland nasties can become a bit frustrating.

87%

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Rally Championship

With the likes of Nigel Mansell and Damon Hill making motor-racing a high profile sport, it's no surprise to see so many racing games on the market. Is *Rally Championship* just another Reliant Robin of racing games, or will it rank as one of the classics? Watch out Mansell, COMING THROUGH!

Racing games are becoming increasingly more popular on all formats at the moment. This is particularly the case on the CD32, with *Powerdrift* and *Powerdrive*, the *Big Engine* and even *RTA Plus* due for release in the near future. Flair may not be the biggest of companies, but in *Rally Championship* they have a racing game that's as good as any.

Rally Championship presents the players with a top downish view of all the action and the objective is very simple. You must win all the stages of a race with the fastest possible time as the quicker you finish the more money you get. The more money you get the quicker you can go and so on.

Before you even start playing there's a familiar selection of set-up features. Choose from a single rally, which presents five varying stages with differing terrain, or go for the real McCoy and choose championship rally. This entails racing around five locations. Desert safari, Scandinavian snow, Asian marshes, Mountainous alpine and, finally, a French city rally. All these locations, with their subtle differences in driving and techniques, along with four levels of difficulty mean there's a fair sized challenge here which'll keep you racing for some time.

Other options included at the start are a choice of six cars, one or two-player and whether you want to play with a joypad or joystick.

There's also a management side to this game. As you probably all know, racing is an expensive sport. To survive in a competitive field it's important to win, as this is what keeps the money rolling in. If you don't do very well, the money dries up and you won't be able to afford those repairs you'll inevitably need. Ensuring that you have the correct tyres, enough fuel etc is also part of this game. At the beginning it all seems a bit pointless, but it's only when you really get into the game that it comes into its own.

As you tear around you will sustain damage and wear out tyres and so on. If you want to replace or repair anything you must part with some of your hard-earned cash. Careful management of your resources is required if you're to last the course (just ask Lotus). Whilst the management side is a great extra, it's not too demanding as to be a pain for anyone who just wants to race.

When I first started playing this, controlling the car felt really awful and unresponsive, but after a little perseverance I found it was the exact opposite. Flair have tried to convey a touch of realism into the game and although this makes the control initially a bit hard, driving through marshes probably is! Starting on snow I quickly revved up and hardly moved, but this is what really happens! You will soon learn that this game is not about putting your foot down and going as fast as possible. Each level has it's own terrain and each requires a different style of driving. Anticipation is the name of the game and once you master the undulating surfaces and acute corners you will find it an exhilarating experience. The real thrill comes from moves such as taking your finger off the fire button (accelerator) and sliding into a corner.

Another noteworthy feature is the hot patches on screen. On most games the car must slud in certain hot patches to leave a tyre mark, but in this game the whole screen is a hot patch. This means that tyre marks are left wherever you go, and although this doesn't sound like much, it does give added realism, especially in the snow. There's quite an impressive list of such features, which really adds to the overall game and elevates it above the norm.

The aim of the game is to finish the races as fast as possible. If you fail to do so inside the time limit, you must try again and lose money. If you succeed, however, you get loads of money and can continue racing. As you might expect you have plenty to spend all your money on, one of the best things being a navigator. He will help by giving some really neat audio comments, such as turn left, right, narrow path and so on. Add to this night driving, auto and manual gears, varying weather conditions and you have a pretty complete picture.

The graphics have some pluses and minuses. First, on the up side, the car sprites are very smart and fairly large without being cumbersome. The supplementary graphics are also pretty good and help give the game a broader feel. There's also some neat video sequences throughout the game which help convey the mood and set the scene. The sound effects also help lay a really thick atmosphere, the engine sound and commentary being superb.

On the minus side some of the backdrops and spectators look very tacky, but the chances are you'll be so engrossed in the action you won't even notice.

Initially things might appear a touch hard and the first fifteen minutes will leave you feeling a bit frustrated. It won't be too long, though, before you discover just how playable and good fun this really is. Thankfully the game is not spoilt by thousands of pointless on-screen dials and meters, and is kept relatively simple with just a timer, dam-

Rally Championship

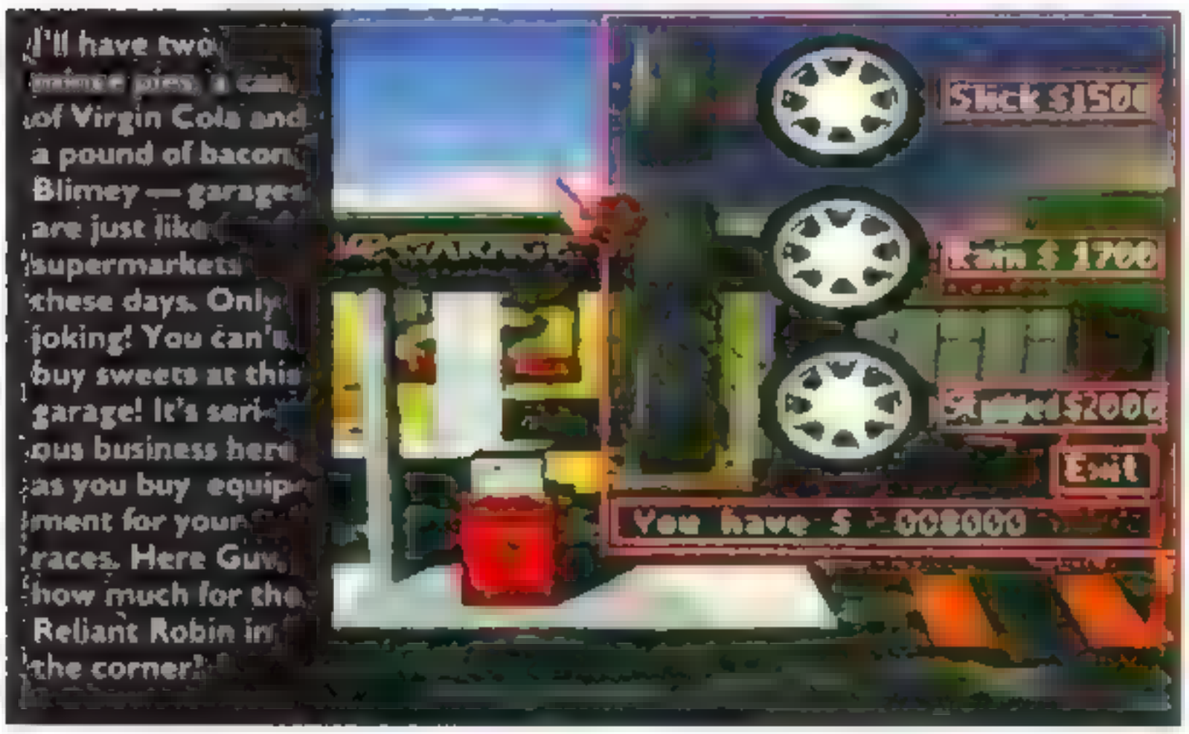
"Once you master the undulating surfaces and acute corners you will find it anexhilarating experience. The real thrill comes from moves such as taking your finger off the fire button (accelerator) and sliding into a corner."

Flair PRICE: £29.99
In house OUT: March

age box and gears. The management side of the game is also kept simple and doesn't hinder the gameplay

As with all games there's some flaws, but in this case they're minor ones, like the speed clock showing 100km/h when it looks like you're doing five. Still, in the world of rallying no car ever survives without at least one scratch.

It scores highly as it's not being compared to some state of the art, deep cerebral game, but a fun arcade outing with sensible realism employed. The management side is a bit weak, but then it's largely irrelevant compared to the real fun in the game which is some pretty wicked racing. If you want something with speed and thrills that is just like the real thing, you can't do much better than *Rally Championship*. ■ **DDF**



Profile

PLAYERS
SKILL LEVELS
SAVE GAME

CD32 ENHANCED

GRAPHICS
SOUND
GAMEPLAY

PROS: Fast and good fun lots of tracks and management options

CONS: Very tricky to control at first

89%

CD review

It's a strange world in which we live. A world where thieves can be hailed as heroes and righteous do-gooders condemned as girly wussbags. Who stands up for law and justice? Not the ACG posse, that's for sure!

Ever fancied being a bit of a tea-leaf, walking on the wrong side of the law and pilfering for a living? It's a bit risky if you ask me. What with all this genetic finger-printing and such like, the chances are you'll be banged up good and proper before you can even get as far as Woolies to spend your deviously procured loot. There's a simple solution to avoid all these pesky modern crime-fighting methods — go back and pull the job in, say, 1953. And to make yourself doubly safe from Mr. Plod, why not do it through a computer game? Spookily that's exactly what happens in *The Clue*. The game's based on a book (apparently) and flicks between the actual game, which is under your control and set in 1953, and the recollections of yourself in 1994 as you think back to those exciting days of your youth. Your name is Matt Stuvysunt, a small town boy. One day while rifling through junk in the attic, you discovered some old newspaper cuttings about your father. As it turns out he was a famous and successful robber in the past, and there and then you decide to follow in his footsteps.

Now the thing with crime is the more often you get involved with it, the more chance there is of you being caught. There's no such thing as a perfect crime. Better to pull one big job to set yourself up than a series of smaller crimes. And what could be bigger than the Crown Jewels? That's the heist you've set your sights on, but it's not gonna be easy.

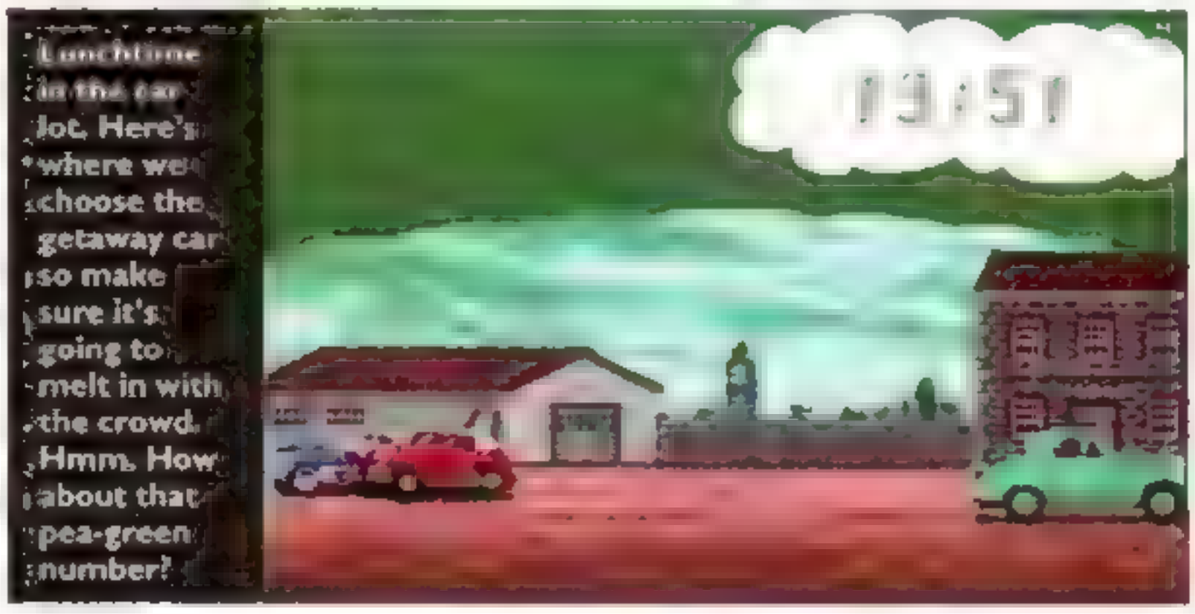
The game begins on 3 February 1953 on the platform of Victoria Station in London, and the first thing to do is to start nosing around to find suitable people to help you with the job. A simple-to-use text menu appears at the bottom of the screen showing all the options available to you at the current time. Highlighting and clicking on the desired function brings up a series of sub-options. 'Walk to' gives you a list of possible destinations to visit. These will be quite limited at first, but the more people you meet and the more information you gather, the wider range of places to visit you will be presented with. Selecting 'Look' brings up a second menu, 'Location' and 'People'. Clicking Location gives (as you might expect) a description of your immediate surroundings, pointing out any features of special interest or relevance. 'People' gives you a list of the characters present. You can then click on their individual names for a description of each in turn. You can choose to converse with any characters in the locality by selecting the talk option. You're then given a list of possible things to say, each of which draws a different response from the person in question.

Meeting as many people as possible is the only way of deciding who's going to be best for the job at hand. After all, you can't do this kind of stuff on your own. You need get-away drivers, safe experts, fences (and we're not talking chicken wire here). Unfortunately you seem to have arrived in the big city without a penny to your name so, like it or not, you're going to have to pull off some smaller jobs to raise funds for the big sting. Visiting various sleazy haunts and talking to the dodgy geezers who inhabit them will give you ideas as to what might be worth going for. Then you need a plan. Casing the planned target joint is essential so you know where the valuables are kept, as well as to observe the movements of any security guards who might be prowling about. Don't forget to visit the garage either. If you don't have a get-away car you'll be picked up by the fuzz in no time.

A range of motors are available to you, all in various states of disrepair and also with ratings for, among other things, conspicuousness. Fortunately the garage also offers a re-spraying and tuning service to enhance performance and fox the police. Then you're sorted and can really start blagging!

No matter how ethically incorrect the content may be, you can get away with almost anything in the world of vid games these days. For once to play the villain rather than the good guy makes quite a refreshing change and really brings out all the devious aspects in your character. The main problem I encountered after an hour or two of sustained play is the basic lack of freedom within the game environment. You can go wherever you

Who is Sabien, and why is he dead? You'll just have to buy the game and find out, won't you! We're not going to give everything away here — especially in a mere caption.



The Clue!

"No matter how ethically incorrect the content may be, you can get away with almost anything in the world of vid games these days. For once to play the villain rather than the good guy makes quite a refreshing change."

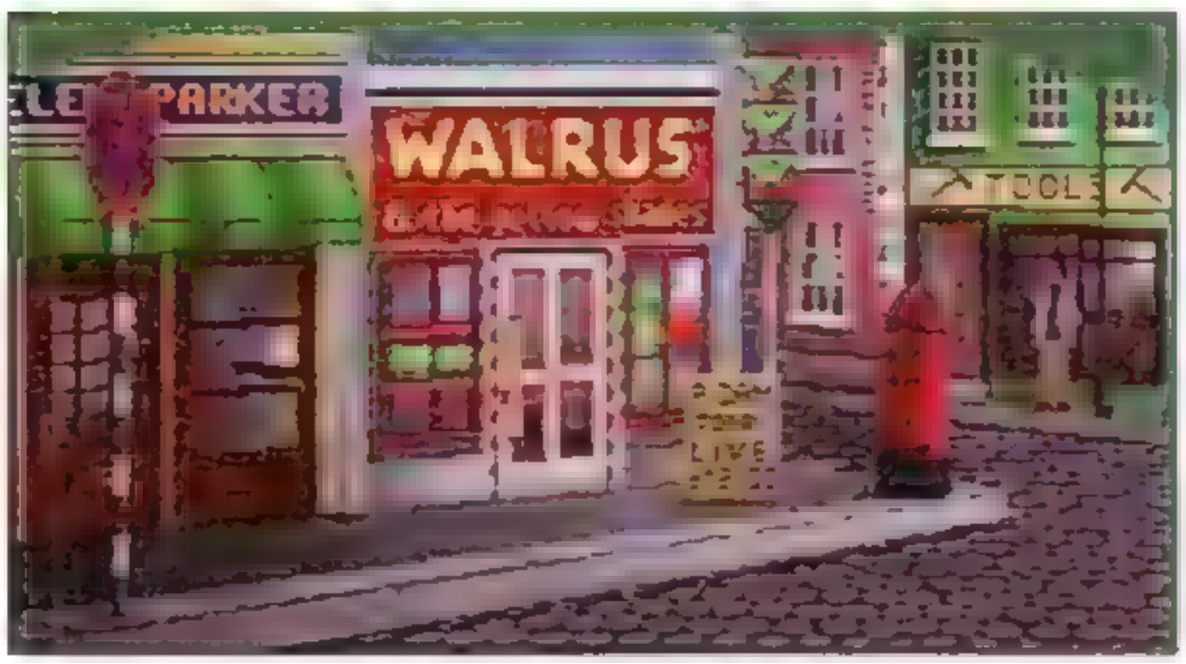
PUBLISHER: Neo ■ PRICE: £ TBA
DEVELOPER: In-house ■ OUT: TBA

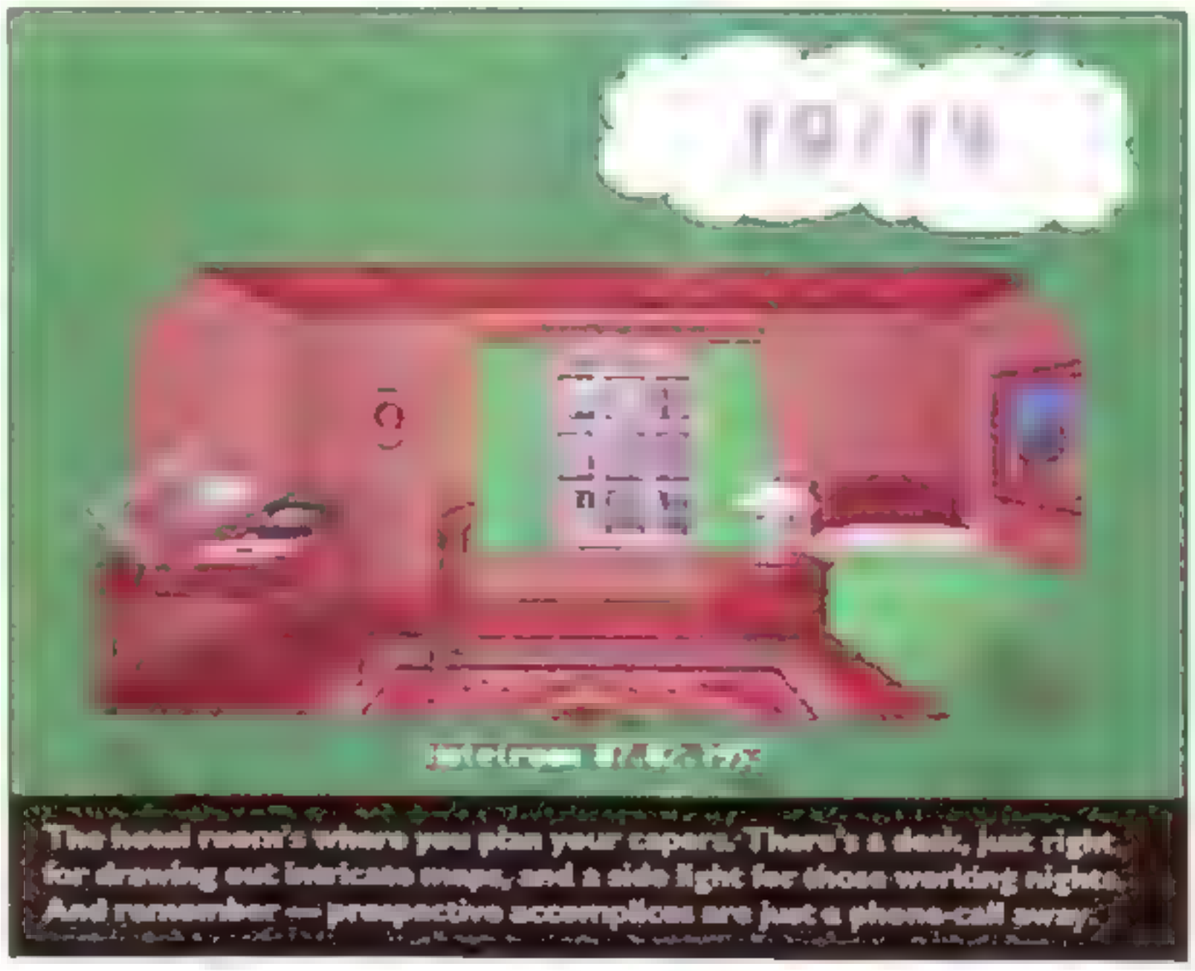
want whenever you want, but the game is organised as a sequence of events which must be tackled and eventually the program pushes you in the appropriate direction. Talking to characters is also ultimately unsatisfactory due to the limited number of responses you can give. It would have been nice to be able to have a proper conversation, even if it didn't really have much to do with the rest of the game. It seems that the programmers have relied too much on the book for ideas, so you're more or less getting a semi-interactive story but without the necessary freedom that would give it compulsion

What's most disappointing though, is the lack of humour. These kind of things normally make you chuckle, which would at least divert your attention from the thinness of the game

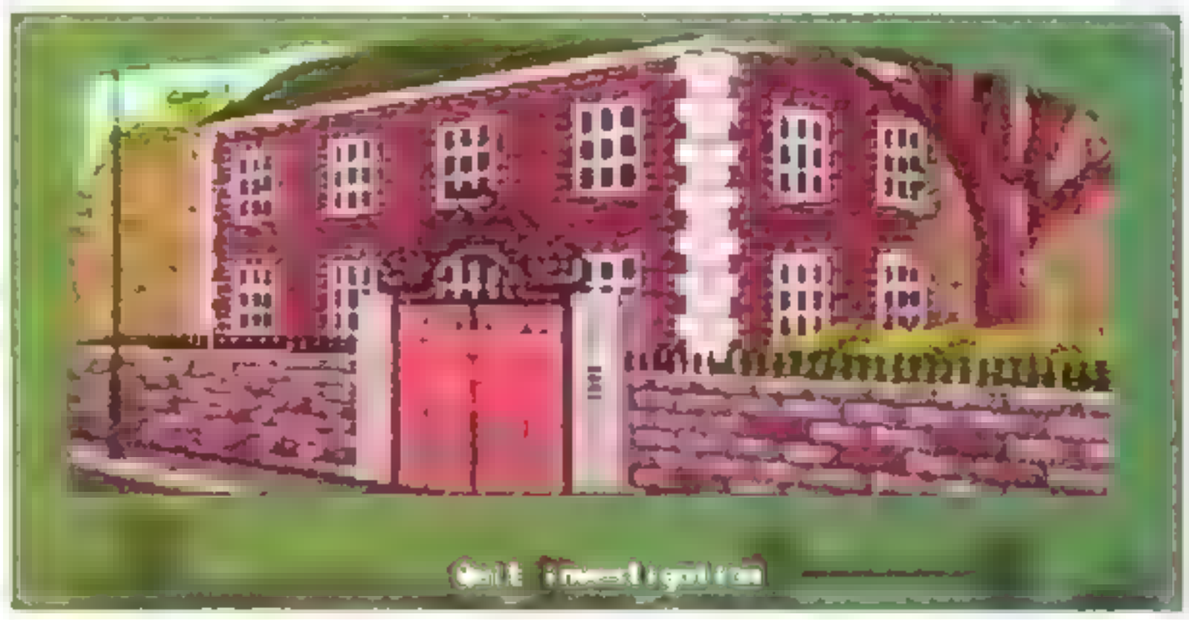
That said however, if you're into crime stories and stuff you'll probably go a bundle on it. As long as you follow the hints and let the program push you where it wants you to go you can have quite a fun time watching (and helping) the story unfold

Not to everybody's tastes, I'm sure, but worth a goosey. Look and learn... no, that's not right! Up and under, no, penny for the Guy, yikes! Ah, try before you buy, that's it Phew! ■ MG

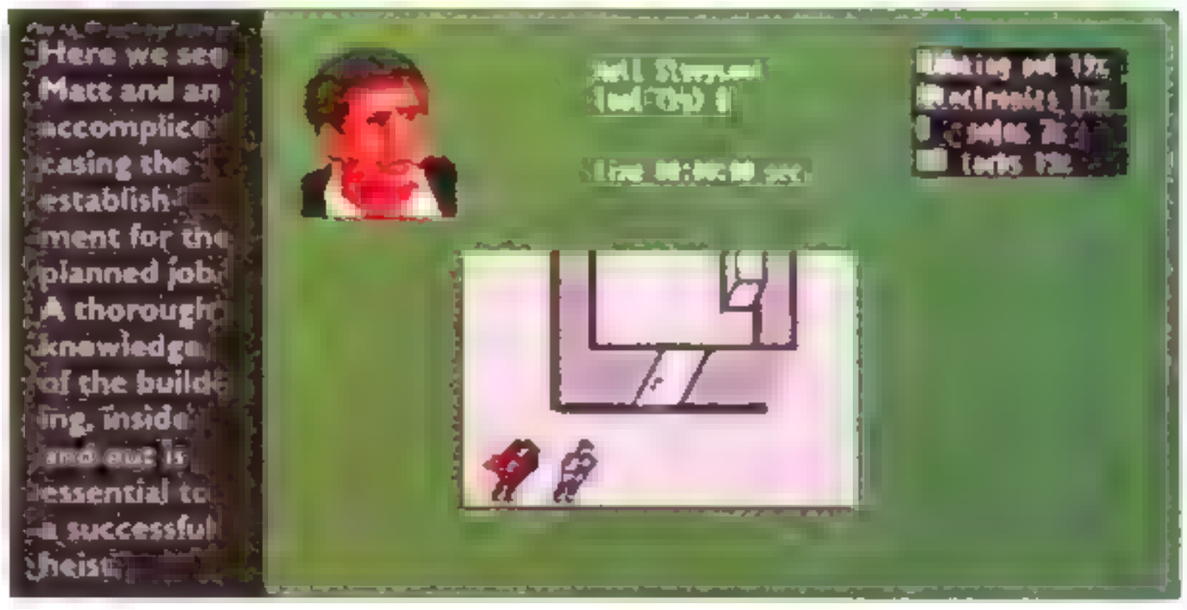




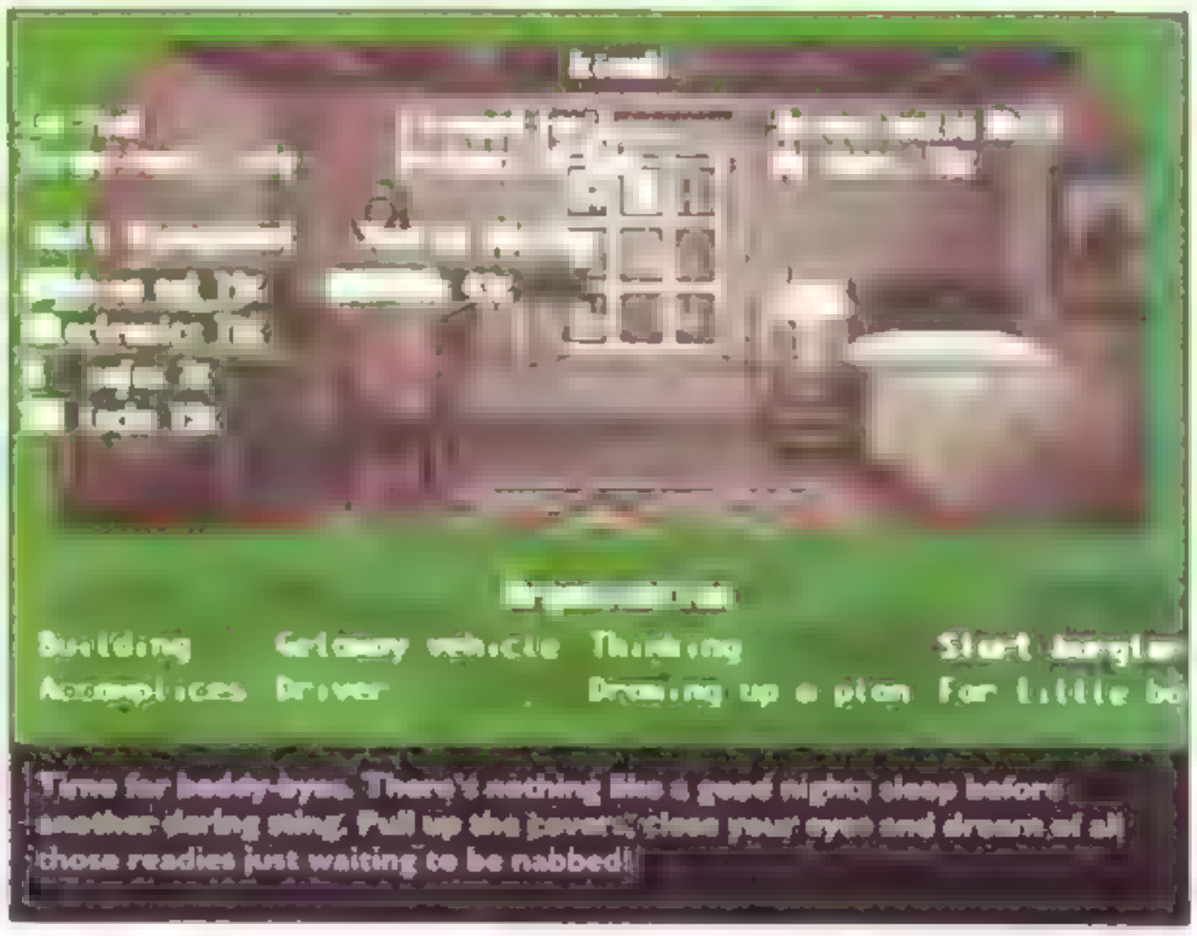
All the people you meet during the course of the game have their own, individual characteristics. Here's the low down on the most important person of all — you!

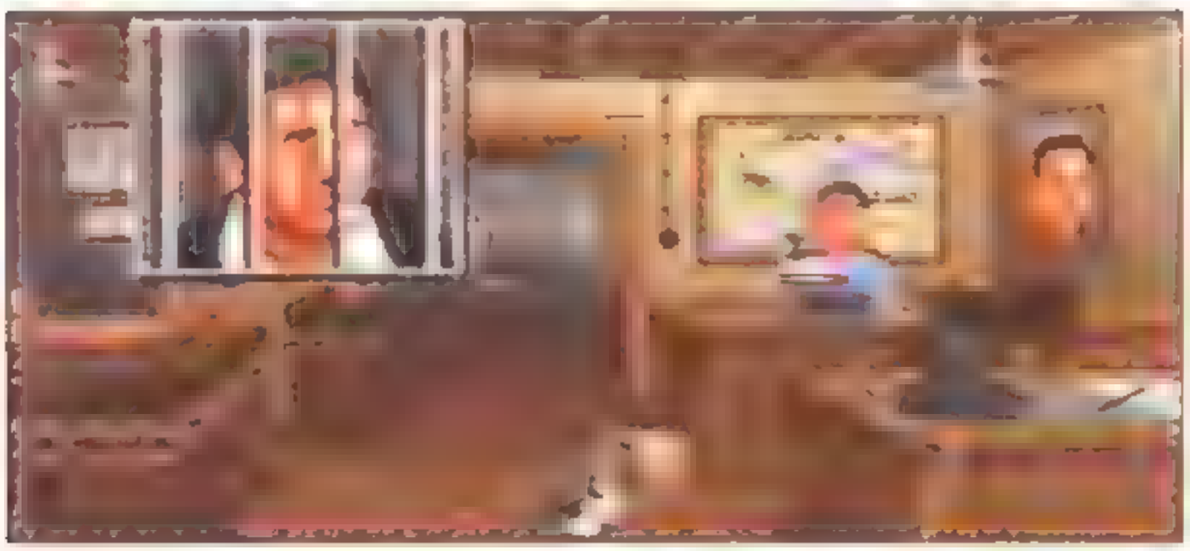


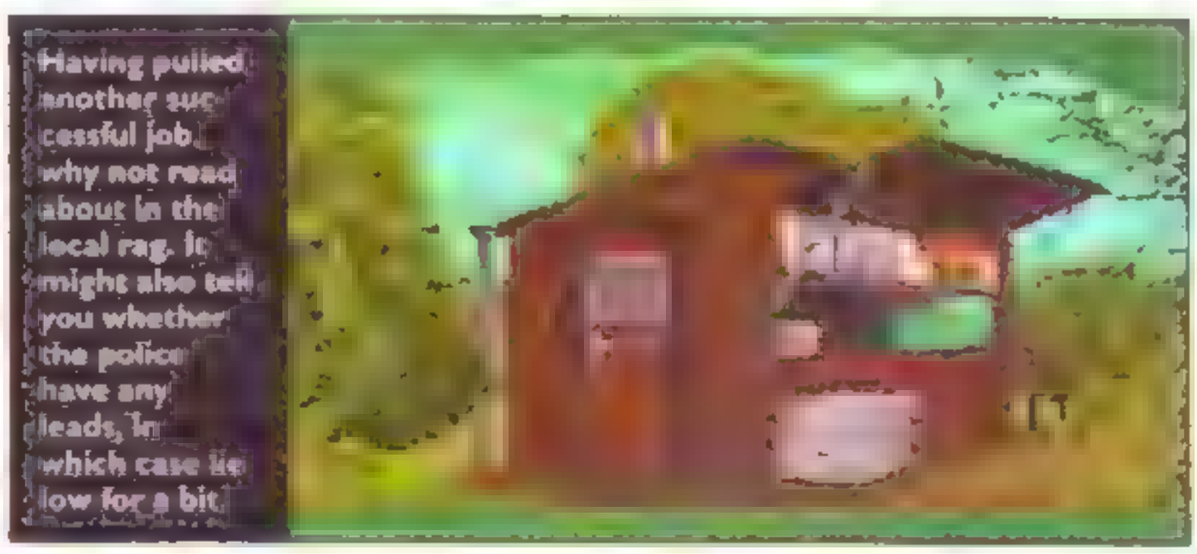
Hanging around on street corners in London isn't usually the best of ideas. If you don't get mugged the chances are you'll be collared by the Old Bill. It is a good way of meeting shady characters though.


Here we see Matt and an accomplice casing the establishment for the planned job. A thorough knowledge of the building, inside and out is essential to a successful heist.

Oh no —
yet another
character
goes belly
up. If things
keep going
at this rate
there's
going to
have to be a
major re-
colonisation
of London.
Maybe it's
something
in the
water!


Building
Getaway vehicle
Thinking
Accomplices
Driver
Drawing up a plan
Time for beddy-byes. There's nothing like a good night's sleep before another daring sting. Pull up the covers, close your eyes and dream of all those readies just waiting to be nabbed!




Having pulled
another suc-
cessful job,
why not read
about it in the
local rag. It
might also tell
you whether
the police
have any
leads, in
which case lie
low for a bit.

I bet
there's
loads of
neat gear
hidden
away in
those fil-
ing cabi-
nets for
our light-
fingered
hero to
pinch. I
just hope
he's
remem-
bered to
put some
petrol in
the get-
away car
or things
could get
embar-
rassing!

Profile
PLAYER
SKILL LEVEL
SAVE POSITIONS
CD32 ENHANCED
GRAPHICS
SOUND
GAMEPLAY
PROS:
CONS:
80%

CD review

Akira was the first and probably most famous of all the Japanese anime stories, and although it's now a bit dated, we've had to wait all this time for a game to come out of it. Those chaps from ICE, in deepest Gloucestershire, have at last managed to secure the licence and have finally released the fruits of their labours. The movie was a classic, but how will this multi-section, film conversion compare?

For those not familiar with the story I shall explain. The film and game follow the exploits of Kaneda and his gang in a city built from the ruins of World War Three. Neo-Tokyo is a city where the rich live in massive skyscrapers and the rest are left to roam the streets. One day Tetsuo, a member of Kaneda's gang is injured by a rival gang and falls into the governments hands. He is quickly whisked away by scientists studying psychic children. At a secret laboratory terrible dreams are awoken inside Tetsuo, changing him, mutating him, giving him unbelievable powers

This is not the end to Tetsuo's nightmare. The same scientists are also playing with an incredible secret - a subdued force, Akira, is waiting to be called into new life The connection between Tetsuo and Akira soon becomes apparent and in a finale that could see the end of the world, it is left up to Kaneda to save the day. Well that's the plot, although it all sounds a bit confusing, some very smart animated intro sequences will explain everything as you go

Being a film conversion, *Akira* contains two types of game incorporated into it. First there's the bike levels, for when you're speeding to and from places, and secondly there's the arcade platform shoot-em-up. I think the best way to explain my jibberings is to describe each level

Levels One and Two : Taking the role of Kaneda on these first two levels, you find yourself on a motorbike on your way to the laboratory where Tetsuo is being kept. Unfortunately the highway is badly damaged, with holes everywhere and rubble that has to be jumped or blown up. This is not all! A rival gang, the Clowns, are out to get you and they will stop at nothing. Hurling bombs, shooting guns and even just standing in your way are just a few of the methods they will employ in an attempt to stop you. To help you along, you must knock over cones to pick up points and power-ups. The ones to look out for are the grenades that not only kill the enemy, but are also essential for blowing up some road blocks. You must also keep watch for petrol cans and speed up arrows which come in handy when making a jump. These levels are pretty tough because everything comes along far too quickly. Even though it's possible to slow the bike down, you can't stop it. This means you pass vital pick-ups before you know it and it's too late to do anything about it. The fact that things whizz past is not due to some amazing speed of the game, but rather that the screen lets you see so little in front of you. The game itself is actually really slow and frustrating, and on a 32-bit machine this is criminal. Add to this the overly-sensitive collision detection and some really poor graphics and you have the first two levels of *Akira*!

Level Three : A platform game of the worst kind. After the debacle in the first two levels you would hope things would improve, but alas no! You have reached the laboratory where Tetsuo is being kept and must find the access cards for the lifts and hence the exit. As you search around you must watch out for spinning rabbits and bears, as well as more normal soldiers and scientists. Japanese games often seem to err on the side of oddness, and this one is no exception.

This part of the game is just as frustrating as the bike riding. The sprite of Kanedo is slow and clumsy in his movement and the graphics haven't improved either. It can also be annoying in the sense that everything has to be done perfectly or you just end up falling off the platforms. Saying this, to be fair it does provide quite a challenge . . . but is it worth it?

There's four more levels of the same sort of thing, which will probably drive you as mad as the person who put killer rabbits and matches in this game. Finally after a couple more levels of bike riding (except this time it's on a hover bike), it's time for the final showdown with a mutated Tetsuo. A big orange blob greets you, which you must promptly destroy to win the game

Japanese cartoons and comics have a very distinctive and impressive look about them, but unfortunately *Akira* captures none of this. The graphics look incredibly cheap and the sound ruins any atmosphere created by the smart intro's. The gameplay is also very frustrating, being slow, awkward and very user-unfriendly. Overall this game does provide a stiff challenge, and if you can handle all the faults in the gameplay, it will keep you going for ages. There's also a password feature and some useful options, (like turning the music off!)

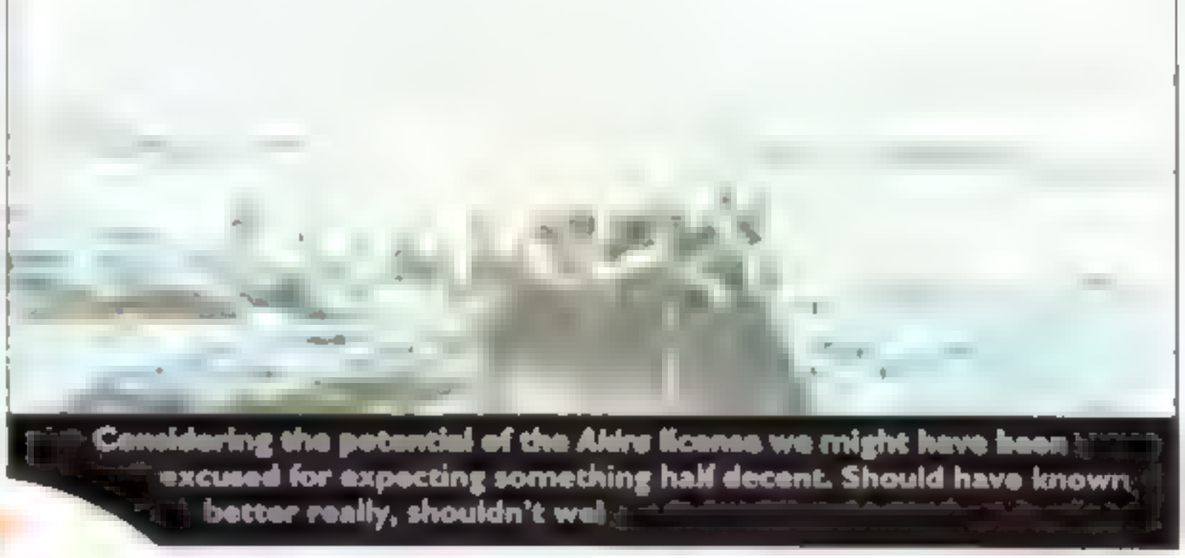
Overall this has to be one of the most shameful releases yet on the CD32 and even a free T-shirt is not enough incentive for me to encourage you to get it. The only advice I can give is for you to go out and buy the video and save yourself some money. ■ **DDF**

The two men took ten paces and turned. Each stared deep into the other's eyes, each gun trained. A deathly hush fell over the room. Such was the tension that no-one noticed the mysterious, purple jump-suit-clad stranger creeping about in the background!

Akira

PUBLISHER: Neo PRICE: £29.99
DEVELOPER: In house OUT: TBA

"The game is just frustrating. The sprite of Kanedo is slow and clumsy in his movement and the graphics haven't improved either"



Considering the potential of the *Akira* license we might have been excused for expecting something half decent. Should have known better really, shouldn't we!

Here's a snippet from one of those lovely inter-level sequences. It looks to me like someone's just nuked New York but that's just a personal opinion.

Profile

PLAYERS: 1
SKILL LEVEL: 1
SAVE POSITIONS: None
CD32 ENHANCED

PROS: It's certainly not an easy game and in reasonable long lasting life is the only thing *Akira* has going for it. In fact, the best thing about this game is the free T-shirt.

CONS: How long have you got? The graphics and sound are terrible, the gameplay is frustrating ... I could go on, but it's just too depressing.

GRAPHICS
SOUND
GAMEPLAY

60%

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CD32 GAMER PLAYING TIPS

It's that time of month once more. The time when we at the ACG casualty department endeavour to cure your ills on the latest, greatest and most downright difficult of the current games crop. We've received a lot of letters recently asking for small tips so start sending in any anything you may have discovered. Be it passwords, cheat-codes or anything else other gamers might find useful, we'd be glad to hear from you. Just mark your envelopes TIPS MAIL and send 'em to the usual address. You never know — you might even see your hard work in print!

CD32 TIPS INDEX

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52 JUNGLE STRIKE tips

54 THEME PARK tips

Benefactor

General Tips

PUBLISHER: Psygnosis PRICE: £14.99
DEVELOPER: Digital Illusions OUT: Now

LEVEL ONE

Walk to the right and jump over the gap (hold down the button to make a longer jump) then carefully walk up the slope and once the boulder starts rolling run down and off the edge, run to the right to shelter then press up to climb up. Walk up the slope and go up the ladder at the end. Walk to the right and collect the key, run to the left and jump the gap. Run to the right and jump up to the next platform, release the creature, then walk to the right, pick up the creature and press up to throw him to the next platform. Walk to the right until you fall off the edge then collect the pair of trainers. Go down the ladder and walk as far as you can to the right then run left and jump as far as possible (hold down the button all the way). To use the lever, press the red button on the control pad. Walk to the left until you drop off the edge then go to the left into the teleporter

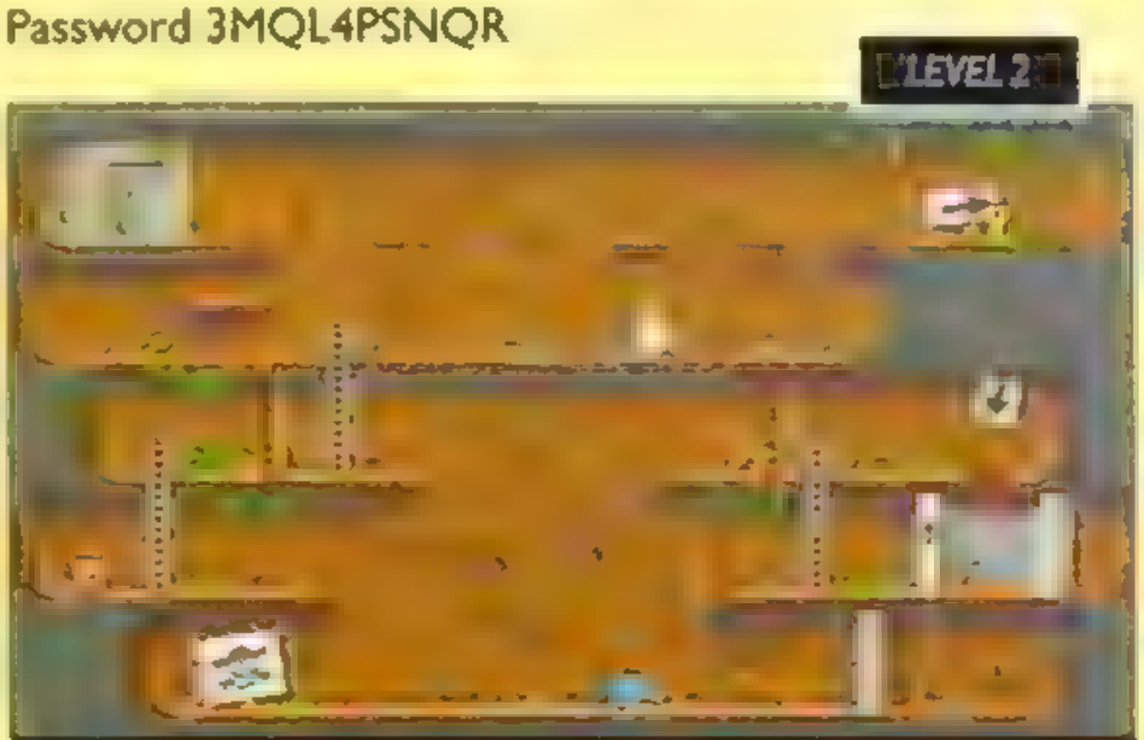
Password 31QQR3PPQH.

LEVEL TWO

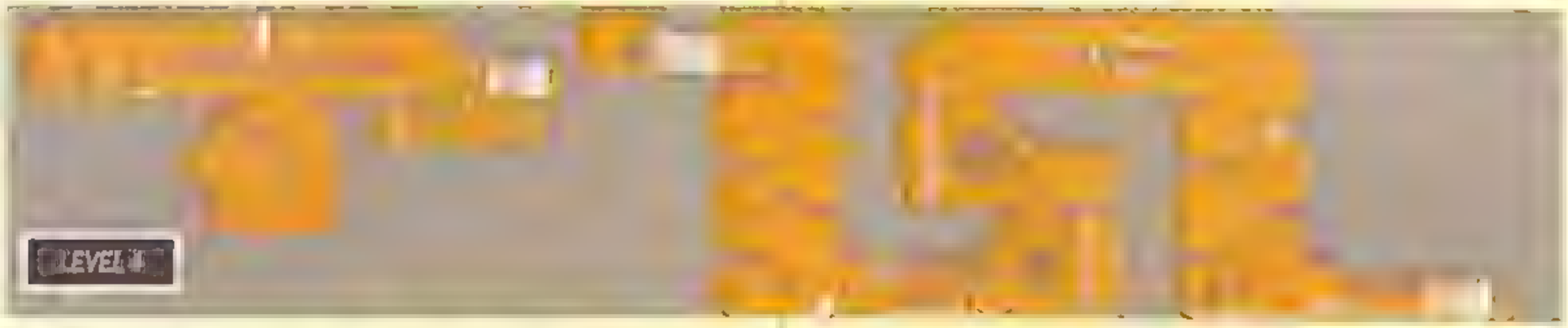
Keep pressing to the right and jump across all the moving platforms. Once you reach the other side walk to the right, collect the key. Now walk to the left until you drop of the edge. Go all the way to the left to collect all the items then walk right to the ladder and go down. Go right until you are under the end of the hand rail (silver thing on the ceiling). Press up to grab the hand rail, then press to the right until you fall of the end. Walk to the right and go down the ladder. Release the creature and go back up. Walk to the right until you are standing on the red button (underneath the arrow). Wait until the creature has used the lever and started tapping its feet (watch carefully) then walk to the left and go down the ladder. Walk off the platform to the left (make sure you don't land on the blue monster). Walk to the left and jump over the blue monster when necessary. Pick up the creature and throw it up to the next platform. Run to the right jumping over the blue monster, climb up the small platforms then go up the ladder, walk to the left and use the hand rail to get across the gap. Go up the ladder, pick up the creature and throw it up to the teleporter

Climb up the platform, then up to the teleporter platform and walk into the teleporter

Password 3MQL4PSNQR



The trickiest part of this level is negotiating the series of four platforms at the top. They all extend and retract at different speeds so careful timing is of the utmost importance. Watch them for a few seconds to memorise the way they move.



LEVEL THREE

Remember keep your feet dry! Walk to the right and use the hand rail to get across the water. Walk to the right until you are standing beside the first of the three spiders. When the first spider goes up walk between it and the second spider. Wait until the second spider goes up and run past it and the third spider (run fast, very fast). Walk up to the ladder and climb it. Run to the left and jump to the platform with the key on it. Get the key and jump to the platform on the right. Run to the right and and use the door (dark hole in the wall) Walk to the left and go down the ladder, drop off the right and use the lever. Drop off the platform to the right then run and jump across to the next platform. Run to the right, jump the gaps and release the creature (The easiest way to jump the gaps is to hold down right and fire) Jump the gaps again and use the door. Run to the right and try to jump over the monster at the end of the platform (but don't worry to much if it does get you) Collect the key and use the lever Continue to the left of the ledge then climb to the next platform. Go down the ladder and collect the Medkit. Jump the gaps to the right using the method described earlier, go down the ladder and collect the gem. Climb back up the ladder and run to the right. Release the creature and run to the left of the platform. Keep on running until you reach the teleporter and walk into it.

Password 3NQL2Q4JC4

LEVEL FOUR

There is normally a clue or a challenge in the title of every level. This one is a clue which suggests a creature is hidden somewhere. Walk to the right and hold down jump whilst pressing to the right. To jump down the well safely, hold down, jump and press in the direction. Once you have reached the last side platform, walk onto the platform to the right. Wait until the monster gets to the platform then jump over him to the right and run right as fast as you can. Wait until the monster turns and moves to the left then collect the key and go right, up the ladder and jump the gap to the left. Walk to the left and climb up the ladder, jump the gap to the right. Do not go very far to the right because there's a monster hidden in the ground (jump over it, of course). Go past the spiders. Use the method described earlier to get past the well, then just ignore the creature and use the door. You are now near the hidden creature. Just walk to the right, cross the hand rail, and there it is the hidden (silent) creature. Release this creature then go down the ladder to collect the medkit then back up the ladder and throw the creature to next platform up. Use the hand rail and follow the creature, collect the key it dropped and go back through the door to your left. Now go through the door to your left again and release the creature to your right. Run to the door to your left, go through it then through the door to your right and into the teleporter. Wait for the creature to catch up with you

Password 3NQLGQQLGQ

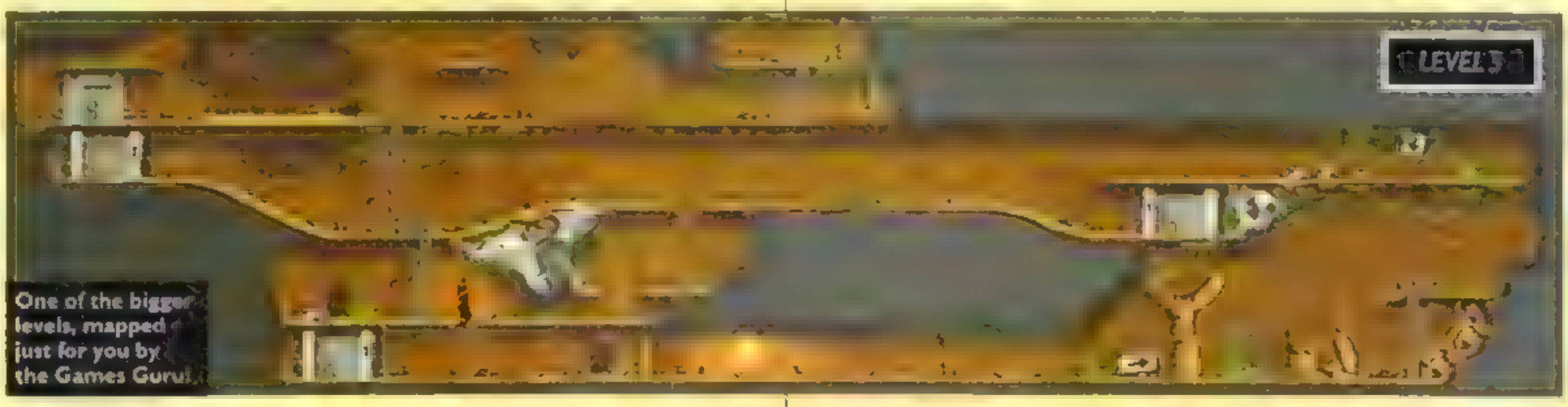
LEVEL FIVE

Things start to get tricky now. Run to the ladder so you can see to the right and go down. Then go down the ladder next to you. Run to the right and jump onto the platform with the key, collect it and drop off the platform to the left hand side. Walk to the ladder on your left. Climb the ladder and release the creature at the top then pick it up run to the ladder on your right. Release the creature and climb the ladder Wait for the creature to grab the spring then jump the gaps to the right of the platform, then up the ladder to collect the key Go down the ladder again and jump the gaps to your left. Descend the ladder near the creature, then the other and use the door

LEVEL FIVE continued

Walk to the very edge of the hand rail on your left and grab hold of it in the normal way. Now go to the right but every couple of moves pull up to avoid the red creature continue this to the end of the hand rail and release the creature then return, pick up the creature and run to the right. Release it when you get to the blue machine and push up when you are underneath the blue object on the wire. Once you have reached the top press the red button to get of the cycle and collect the key near by. Walk off the platform to the left and release the creature. Walk to the left and once the green monster looks as if it's about to fire jump over it's head. walk to the left, go up the ladder then walk into the teleporter and wait for the creature to catch up.

Password QBB1JB3HQ3



One of the bigger levels, mapped just for you by the Games Guru!

LEVEL SIX

This level contains even more new machinery for you to figure out. Walk to the left and just before you are under the door go into a roll to avoid the monster in the ceiling then go down the ladder to collect the key. Next go up both ladders and through the door with the cross next to it. Walk down the slope and wait for the spider to go up before passing it. Now go through the door at the bottom. Release the creature and use the hand rail on your left. Flip the lever and jump the gap to your left then drop down the next one. Jump to the right and stand on the red button whilst the creature walks towards you. Once the creature stops, walk off to the right and drop off the platform (watch out for the blue monster) then go through the door. Walk of to the left and go through the door. Run up the slope (avoiding the spider) and continue until you are level with the small platform with the ladder. Jump onto the platform and climb the ladder then ascend the small platforms at the end and grab the ink pot. Walk off the platform to the left. Walk off to the left again and go down to the door (watch out for the spider again). Go through the door again and drop off the platform on the left hand side then walk to the end of this platform and jump the gap. Now go up the ladder on the left. Walk to the funnel like piece of the blue machine and your ink will disappear (the machine will start to light up). Jump both the gaps to the right and use the hand rail. Walk up the slope, jump onto the small platform again. Jump the gap on the right and then drop of this platform to the right and keep running right until you hit the wall. Collect the key and drop off the platform to the right. Go through the door at the bottom of the slope. Drop of the left edge of the platform and walk to the right until you drop off (beware the blue monster). Release the creature then pick it up and throw it up to the next platform. Then go through the door. Walk towards the ladder on the platform below you. Once you reach it go up it and grab the giant cog then go back down the ladder. Walk off the platform to the left and keep on walking until you reach the machine. Turn around, take one step to the right and press the red button. This will open a secret door. Go through it and collect the goodies. Now drop the giant cog on the creature and collect the key to the right then go up the ladder. Walk right jumping gaps along the way. Once you get to the red button stand on it to allow the creature to get past. Now go back to the left and up the ladder then walk right. Throw both creatures up to the next platform. Walk off to the left and go through the door then release the creature, drop off the platform and go through the door. Run up the slope and go through the door walk off to the right, go to the teleporter and wait.

Password 3JQQTRNNQ4

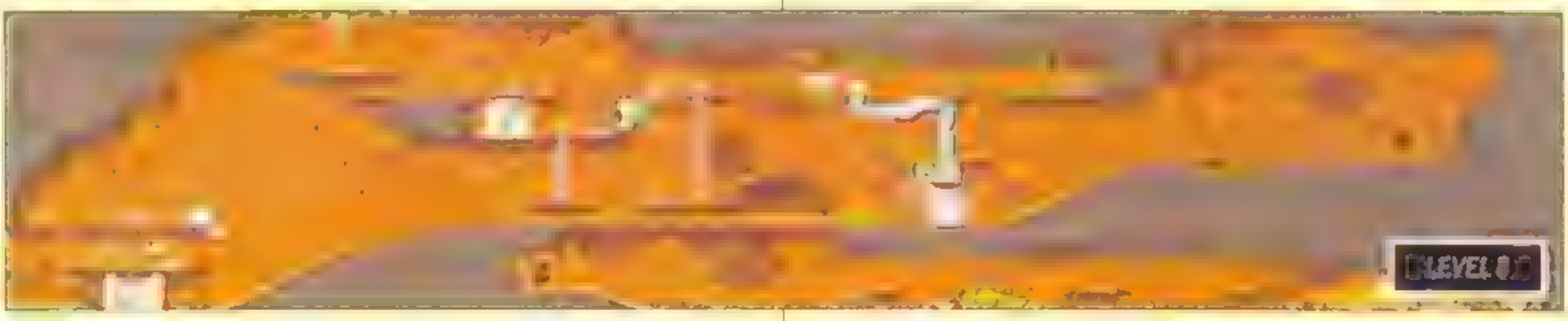
LEVEL SEVEN

This level requires perfect timing throughout. Go up the ladder and go through the door at the other end of the platform (don't touch the blue monster). Run to the left jump over the green monster. Stop when you get to the bottom of the small slope and jump onto one of the moving platforms and then of to the left. Collect the key then back to the right, up the ladder then jump the gap to the left release the creature. Jump the gap to the right and wait at the end of the platform for the creature to step on the button then jump on to the new platform and walk off (you have about a second to do this), flip the lever and return to the platform below you. Now race after the creature and pick it up then carry it right the way to the bottom of the slope near the moving platforms and drop it (facing the right). You must now run right to the door and go through it then jump the gaps to the left. Jump past the green monster, collect the ink and return to the machine. Drop the ink down the funnel then return to the teleporter

Password 3QQPMHNMJ2

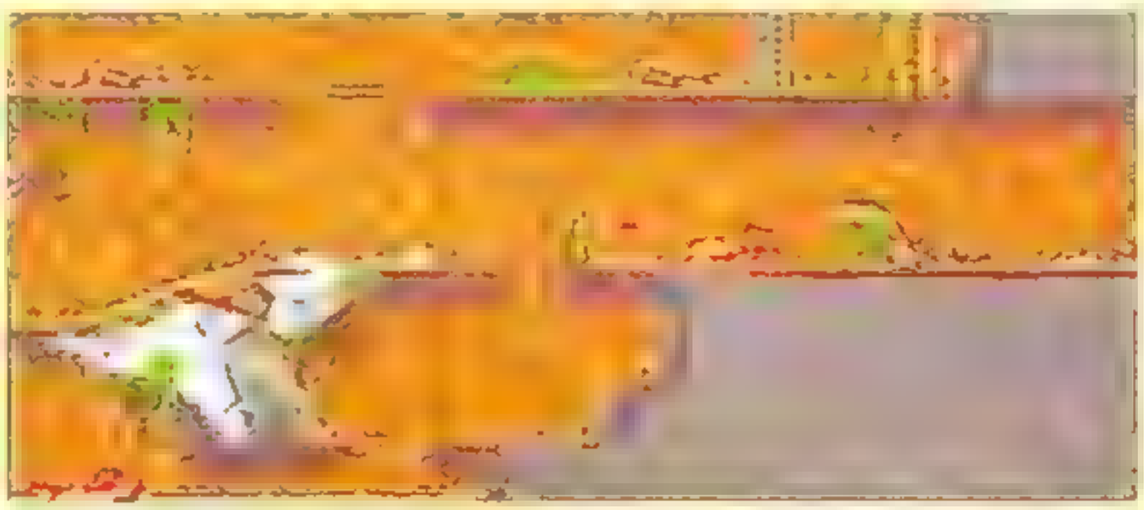
LEVEL EIGHT

Go down the ladder and wait on the platform until the green monster get it's head to the gap then jump across to the next platform. Run up the ladder as fast as possible then Run to the left, jump the gap and jump up to the next platform. Use the hand bike to go down then drop off at the end of the wire and collect the silver key. Walk to the left edge of the platform and wait until the platform extends itself then drop down and jump to the left. Go through the door which opened as you passed it.



Collect the ink and use the lever, jump the gaps and run down the slope. Wait until the monster walks away and follow it until you get to the first platform. Jump up and use the ladder fast then jump the gap on the left grab the key and walk off to the right. Down the ladder, walk to the left until you reach the creature then walk back up to the right and climb up to the platform. Up the ladder and wait for the creature to return to the platform below then go down and throw him up to the next platform. Now go back up to the teleporter.

Password 1QQDKDTGNG



LEVEL NINE

Jump the gap to the left and go up the ladder then use the hand bike. Now go up the ladder and climb up to the next platform then jump the gap. Leap over all the gaps and make sure you use the levers to make the platforms appear. Once you reach the end of the last platform, drop off the end and wait until the platform below you extends

Then drop off to the right, jump quickly to the right and go up the ladder. Drop off to the right and jump to the right again. Jump the gaps to the right and release the creature then run to the right and up the slope and, as always, remember to hide in the alcove as the brown monster goes by then go back out, run to the right and go up the ladder. Now walk to the right and drop off the end. Go up the ladder to collect the ink (you will now drop the ink). Descend the ladder once more and drop off the ladder to the right. Make your way to the machine and drop the ink in the funnel (look out for the hidden monster on the ceiling). Now go back up and collect the key that you dropped earlier then release the creature and pick it up. Throw it up to the platform above the gap and follow the creature to the other side. Pick it up, turn left and let the creature go. Wait until the it starts tapping it's feet then pick it up and chuck it up to the platform. Avoid the water and throw the creature up when ever it starts to tap it's feet. Now follow it up the ladder and wait near the mine cart for the creature to start it up. Once it disappears press the red button to use the cart. Now go down and use the door. Go down to the teleporter.

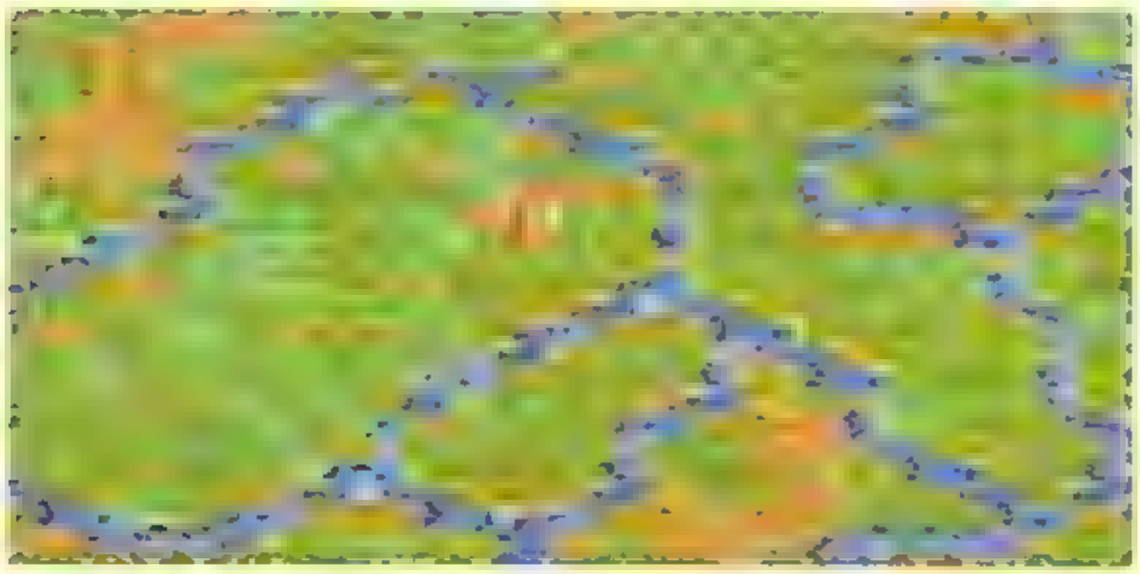
Password 12Q2R3PDQH

Jungle Strike Part 3

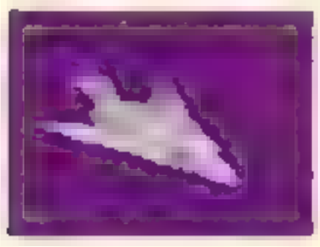
May we present a fully innuendo free intro to the second part of our comprehensive tips for Ocean's rather fine *Jungle Strike* conversion. Hopefully they'll help stop you going down in a big chopper... whoops! Damn, oh well - these things happen don't they?

PUBLISHER : Ocean PRICE : £ 29.99
DEVELOPER : In-house OUT : Now

CAMPAIGN 7 : RIVER RAID

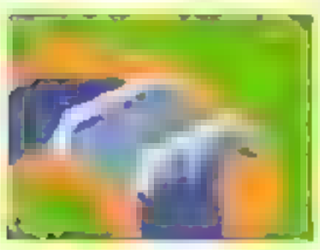


1 - F-117 STEALTH



Here we go once again as we lead our irrepressible hero in his continuing struggle against the drug lord and his sidekick the madman. Take-off and find the captured Stealth bomber then steal it back. Due south of where you start you will find an airbase. Hidden under a camouflage net is the Stealth fighter. Blow up the net and the fighter will be revealed. Just to the side you will find a helicopter landing pad. Land and you'll board the Stealth bomber and take off. The bomber can't take too many hits, so the chances are you won't last long! When you die go back to the airbase and the bomber will be there again. The plane has unlimited fuel and ammo so it's advisable to go straight to hydra's or hellfires. The airbase is defended by a few hidden soldiers as well as some twin anti-aircraft guns. If these hit you they take a lot out of your armour. Check on the map and try to fly around them, if you feel suicidal and want to engage, keep manoeuvring as the guns are slow to turn.

2 - TROOP BRIDGES

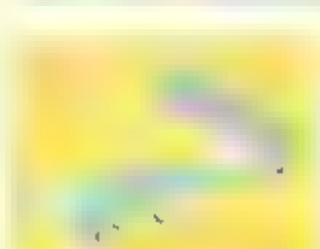


Along the rivers, are seven bridges, six of which must be destroyed to complete the mission. Most of these are poorly protected by either a jeep or Sheridan tank. The jeeps only take a few bursts of your cannons to destroy and, although, the tanks take a few more, the range of there guns is short. This means you can safely hover out of range and destroy them. Go south after the airfield to find the first bridge. After this circle north and you'll come across all the rest. By the time you've destroyed the last one you'll be short of fuel. Luckily, right near the last bridge, you'll find some more.

3 - DRUG FIELDS

After the bridges you must take out the drug fields and greenhouses. Ten of these must be destroyed to complete the mission. It's better to take out the drug fields first as they're poorly defended by just a couple of soldiers. After taking them out you won't have to get too many of the greenhouses, which are heavily protected. The drug fields require just a small blast from your cannon but when going for the greenhouses switch to hydra's as they require more hits and there's also a lot of AA guns around. You may run out of hydra's, but just west of your landing zone you will find an ammo crate.

4 - PATRIOTS

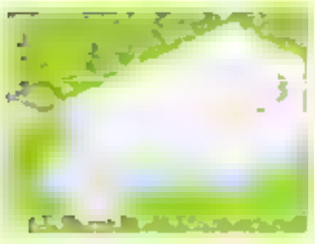


Scattered around the map you will find some patriot missiles. These have been stolen from the Americans, and must be destroyed before they are used against you. The missiles have an armour of five hundred so they can take more than a few hits. Fortunately they have very little defending them, the most you will come up against is a Chieftain tank or two. A few quick shots of your Hydra's will soon dispose of the tanks, and a spurt of your cannon will see off any soldiers who are hiding in the jungle.

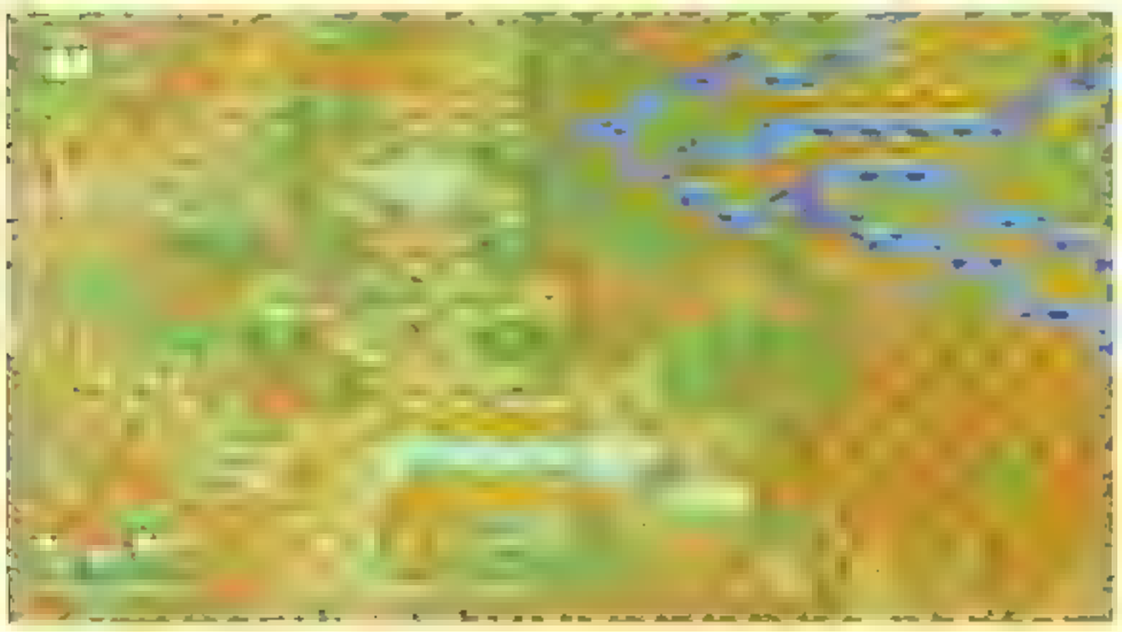
5 - FUEL DEPOT

At the bottom of the map you will find the evil drug lords fuel depot, essential for the running of his army. You must attack and take out all of the fuel storage tanks. Fly to the southern edge of the map and come in from the west. This will help you take out the defending tanks from the side rather than head-on. Be careful when you are shooting here though, as under the storage tanks you will find two fuel drums and an ammo crate. If you shoot wildly you'll blow them up and may find yourself short

6 - NUKE MISSILES



Somehow the drug lord has got his hands on some nuclear missile components. These parts are hidden in what look like ancient ruins all along the eastern edge of the map. A couple of rounds of your cannon will blow the buildings up and you can then pick up or destroy the components. Inside you will also find some scientists. Pick these up for extra points and armour. A vigilant eye is needed as there are a lot of soldiers hiding in the jungle as well as quite a few Chieftain tanks



CAMPAIGN 8 : MOUNTAINS

1 - CONTROL TOWERS

South east of where you start there are four control towers from where the drug lord controls his army. These must be taken out to throw his army into confusion. These towers are tough and seriously well guarded by mobile cannons, more commonly called tanks! These suckers have an armour of 400 and pack a punch of 200, so it's best to try and take them out quick. The tanks are a bit slow so if you keep moving and firing you should be okay. If you do take some damage, which is more than likely, just north of the first tower is a small pyramid of rock. Blast it and get the armour repair

2 - TOMAHAWKS

Next head south west where you'll find the tomahawks hidden in four rock piles. Blast the piles and the tomahawks will appear; blow them to bits and deny the drug lord of one of his most potent weapons. These too are defended by some pretty mean tanks. Use hydras or hellfires to get rid of them FAST! If you get into a shooting match you won't last long, so keep moving and firing. There are about sixteen ammo crates lying around, so don't forget to use your missiles and fire like mad

3 - POWER SUPPLY

The next step is to cut the power supply to the drug lord's villa. Whilst the power is still on it is indestructible. Head north east and you'll come across a single building in the middle of the jungle. Compared to the missions before, this is quite easy, but it is still defended by four powerful AA guns. These are stationary though, and if you move around and come in from the east, you'll be able to avoid them

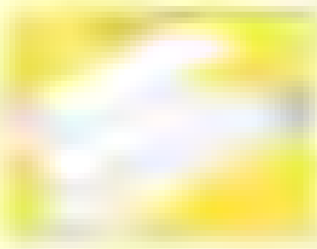
4 - VILLA

At last it's on to the bad guy himself! After knocking out the power supply you can now go for the villa. At first there only appears to be a few snipers about, but once you hit the villa everything goes haywire. Tanks appear from no-where and soldiers pour out of the building. Don't hang around! Once you hit the villa the mission is over, so there's no point in sticking around to get shot to bits. Besides, there are more missions to be finished

5 - DRUG LORD

Once you have knocked out the villa, quickly check out the mission map and it will tell you where the drug lord is. He is in a helicopter trying to escape so it's important you move quickly. Switch your gun to hydra's and give chase. When you catch up , blow the helicopter up and the drug lord will appear below the wreck. Pick him up and the mission is complete. This is the easiest part of the campaign; the chopper doesn't fire back and the only things to watch out for are tanks and soldiers that you fly past. The essential thing is to be quick, and to make sure you have some hydras or hellfires left after the villa

6 - AIR STRIP



In the middle of the map you will find an air-base. Here the drug lord has amassed a fleet of planes and helicopters. To prevent his escape you must knock these out. The air-base is not too well defended and if you go in with all guns blazing it won't take much to complete the mission. There's so many ammo crates around that you can afford to use lots of hydra's and hellfires to finish the enemy off quickly

7 - BUNKER

At last the time has come to hit back directly at the bloke behind all the trouble. Hiding in his under-ground bunker, slap-bang in the middle of the map, you will find the evil madman. If you approach from the north you will be able to take out the bunker easily as the only defence for the building is a couple of AA guns on the south side. This means, if you come in from the top of the map, they can't hit you! A few bursts of hydra's will soon destroy the building. Make sure, though, that you have some missiles left as you will need them for the next mission

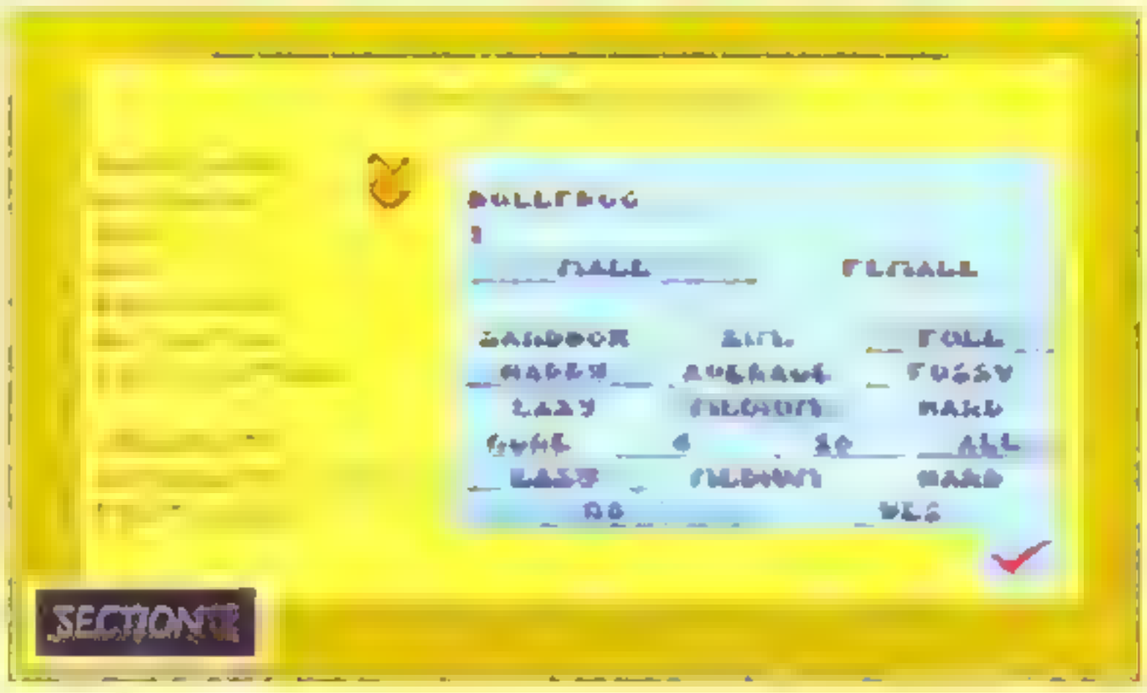
8 - MADMAN

After you have blown up the bunker you will see a helicopter fly away. This is the madman and you must give chase and stop him before he escapes off the map. Before you attack the bunker make sure you are stocked up on hydra's and hellfire's as your cannon will be too slow for knocking out the helicopter. Follow the chopper, firing as quick as possible. Eventually it will blow up and the madman will appear on the ground waving a white hanky - chicken! Don't shoot him as he must be taken alive; instead move in, pick him up and the campaign is complete. Now you might think the game is won, but not yet. There is one more campaign, the journey home .... but that's another story!

Theme Park
General Tips

PUBLISHER : Bullfrog
DEVELOPER : Mindscape
OUT : Now

SECTION ONE



1 Set up - Make the following selections

Park visitors - Happy , Easy
Opponents - All
Opponents level - Easy
First Game - No

SECTION TWO

2 Money - pay off your 100,000 loan

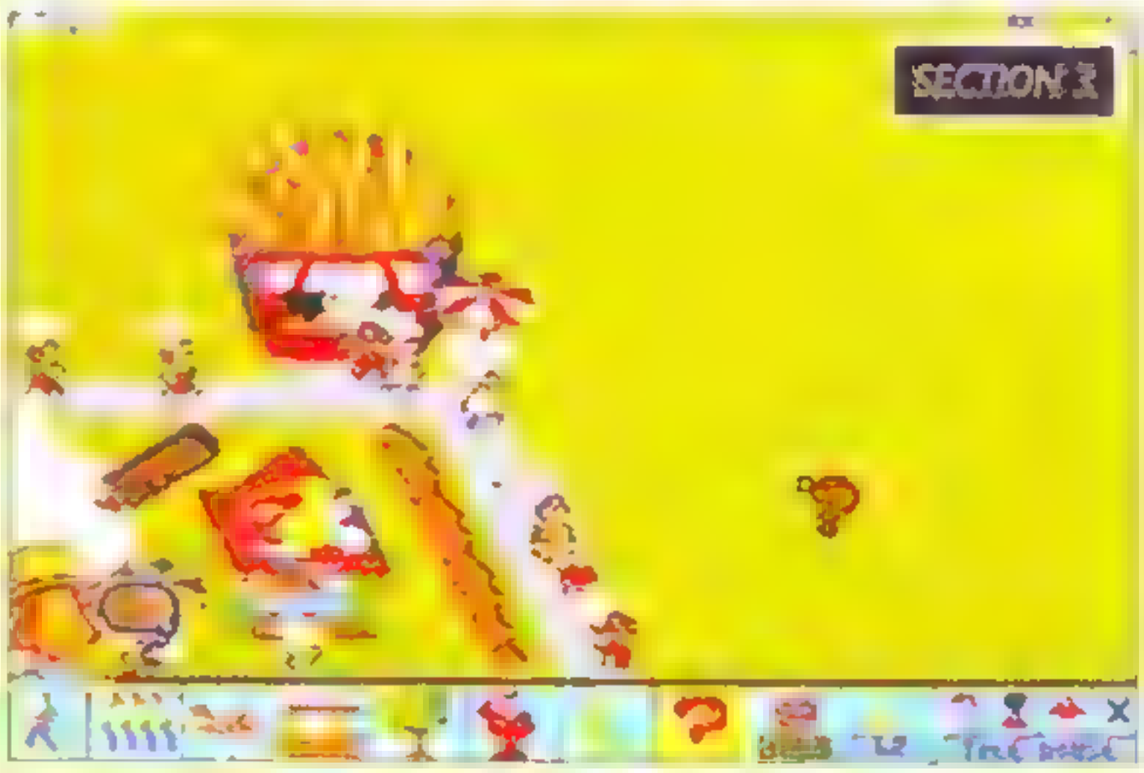
Set speed to ultra for the first year to get it over quickly (you should now have 110,000 cash)

3 Buy stocks in the two lowest priced parks

4 Wait until one of them has reached about 140 then sell all stock

SECTION THREE

5 Now you can decide on one of two methods to make money one is extremely slow and may require the CD32 to be left running by itself for some time, and the other is risky



The first method is to build one bouncy castle and then just let your money build up from the £10,000 safety bonus safety (you can also try for another £10,000 bonus for pleasantness by building trees and lakes around the place). Just check through the end of year report to make sure nothing is going disastrously wrong. Also check your share values regularly, buy all the rides you can, then develop and build your shops Then open the park. After one year auction it off and you should now have plenty of cash and new land.

SECTION FOUR

Remember to start with small rides then work your way up. Keep staffing levels low and keep plenty of stock on order. Even parks that start off big can, through mismanagement and overstaffing, fail within years. Don't go abroad until you run out of space in the UK.

If you're warned about the price of your shares you can boost them up to a safe level by buying one share in your company. This will save you for a further year.

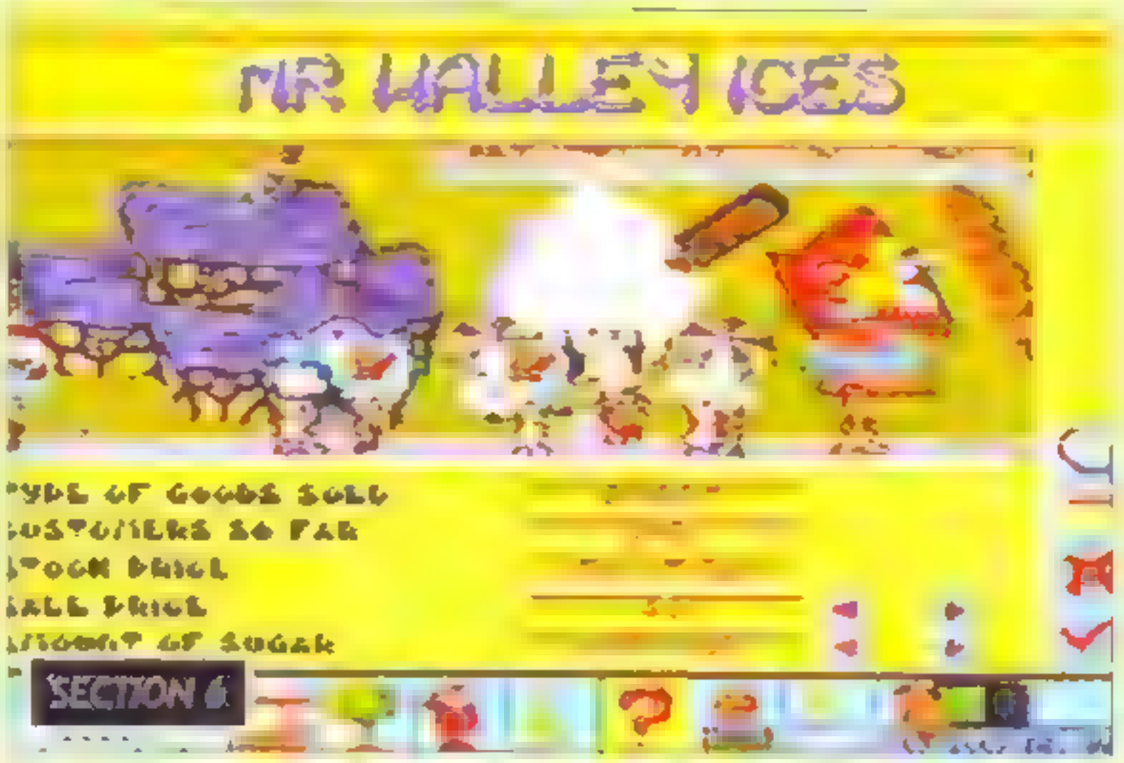
Only save the game when you are doing well. Remember to save the game just after you've auctioned the park.

SECTION FIVE

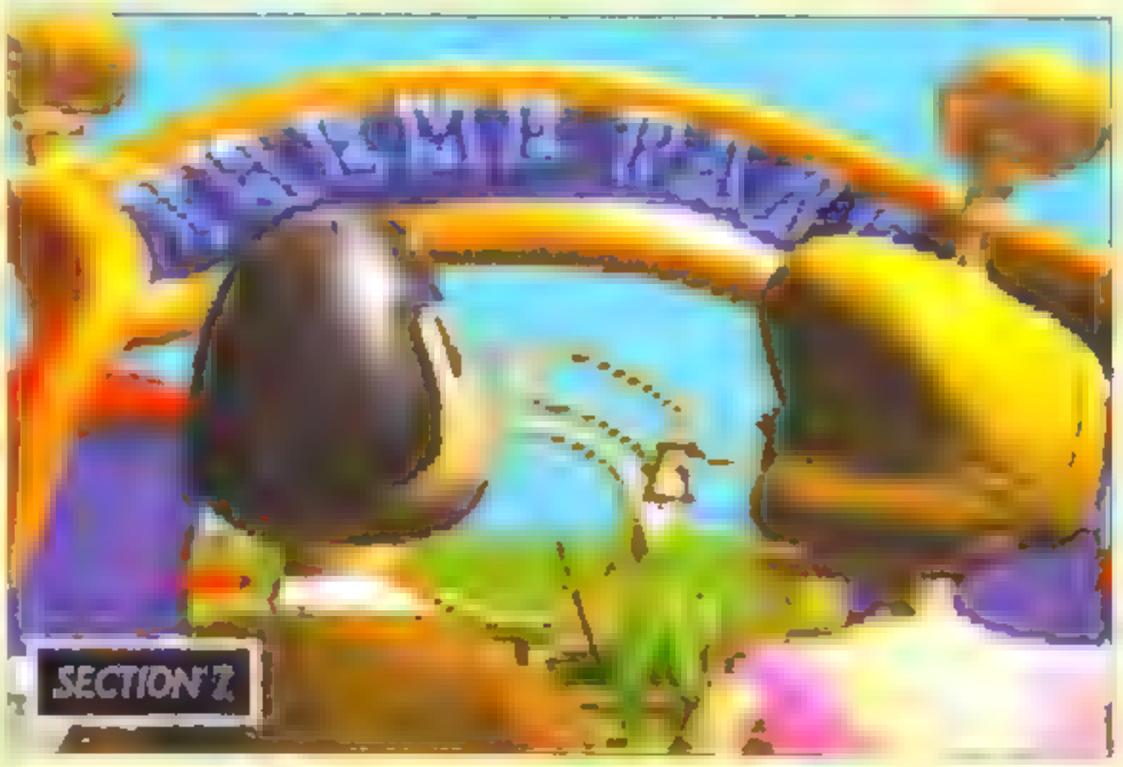
The alternative is to start small and pour all your money into upgrading rides and shops. Use a grid system to build the park. Steadily up your prices (turn off the adviser as he will tell you to increase your prices to far). Only reduce ticket prices in an emergency as the shops cannot subsidise the ticket price for very long. Once you start losing money it is difficult to get back up.

SECTION SIX

Try to keep the park organised otherwise the people will get lost easily — I managed to get about 60 people stuck in a ghosthouse on once! This was due to a budget window popping up whilst placing the exit. Situations like this are rare but just keeping an eye on things will help.



SECTION SEVEN



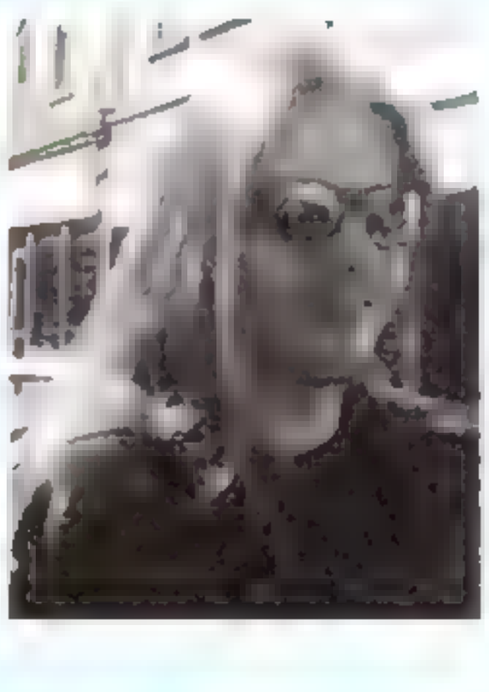
Try to keep staffing levels to the following : one mechanic for every three rides, one handyman for every screen of park, and one entertainer for every three rides or shops. Also, two guards per park maximum. Only go over these figures if you really think there is a need to. If possible, try to zone the handymen as this will increase their performance and save on litter problems (this also stops the otherwise lazy handymen from disappearing off to the burgerstand!). Place entertainers in front of shops to keep people's minds off how much they are spending, and to keep them happy whilst they are queuing. Remember — the more the customers enjoy themselves, the more they'll spend in your shops (this means that you can raise your prices a bit as well).

SECTION EIGHT

Try to make the most of everything. Remember - every section of path costs money, so try not to make mistakes. At first, try to keep to the minimum amount of roads possible, then expand on them as necessary. Wherever there is a long road, place a chip shop as people will always pop in to buy chips. Try pumping up the amount of sugar, caffeine, and salt in your food/drink as this will bump up peoples' enjoyment (and keep them coming back for more!). Try placing toy shops near rides because souvenirs sell better when people are having a good time. You can also try to get more out of your staff by training them (research labs) and by paying them more (not likely!). When it starts raining people start running for home, so place more entertainers to give out umbrellas (keeping them around longer). Play around with profit margins on shops to get the most out of the people.

Please send all letters to:
Amiga CD32 Gamer
Mail Section
Computer Facts
14A Union Street
Newton Abbot,
Devon
TQ12 2JS

Mail Section



My plotting has gone on for some time and now, after a devastatingly swift and clinical attack, I've finally wrestled ACG from the clutches of Mark Smith. Welcome to a new dawn under the watchful eye and quivering brow of Miles 'Big Cheese' Guttery. There's gonna be few changes around here, I can tell you. More attitude, more reviews, more demos .... more, more and more! So why, you may ask, do I think I've got what it takes to steer this hallowed volume of enlightenment towards the 21st Century? Well, Sonny Jim, I've been in this game for longer than I care to remember. The very mention of my name stops software moguls in their tracks. S'right - I am the new crusader. Join me and together we'll shape the future!

Gripes! I get all excited about new releases. First it's *Rise of the Robots* — the intro's too quick! Why don't the robots go crunch (FX) when you kill them? My mate completed it in one night! The intro to *Tower Assault* is the best yet, except maybe the voices, and why is the picture about $^1/_4$ the size of the screen? Let's hope *Mega Race* isn't a let down I'm enjoying *Subwar 2050* (it's got depth). Anyway I've had a brilliant idea. I play Amiga audio through my hi-fi. If I select to record that input onto tape then I can record music/sound FX. So, could we use the cassette to save game positions on it? This would be great, after all, a floppy records data - only it's round! So can it be done, or am I completely stupid?

By the way I wish people would stop moaning about cover disk covers, just go down to your local record store and buy some single CD cases at about 40p each. Problem solved. Great mag guys!
Digital love (weird concept!)
El Jimbo, Bath

I'm right with you on the *ROTR* thing. Personally I reckon it was all rather over-rated considering the limitations of the actual game. Oh well — at least it looks nice, eh! I also agree with you about *Tower Assault* (sheesh, what's wrong with me?). The reason why the picture's so small during the intro is that you're looking at FMV quality animation. Seeing as most people don't have the somewhat pricey FMV cartridge in their possession, the only way to retain the speed and fluidity was to shrink the image for that 'letterbox' effect. Now then, if it's depth you're after, why not check out *UFO* also from Microprose. It's saucy!

I don't know if you're just showing your tender years here or what, but in the good old days nearly all computers relied on cassettes for the bulk of their software. The problem was that not only were they highly unreliable, but they also took blimmin' ages to save to and load from. And that was just 8-bit monochrome. Attempting to record todays sophisticated software on tape would be, as you put it, completely stupid!

First of all thanks for a great CD32 only magazine. I have, however written to have a good old moan, hopefully on behalf of all CD32 owners.

The first thing that strikes me is that Amiga went about advertising the machine all wrong I've only ever seen one advertisement on TV and that was over a year ago! How are the public supposed to know what a great machine the CD32 is?

I also saw in a newspaper a CD-Rom chart that at number one was *Rise of the Robots* for the PC. Then, low and behold, at number two was the CD32 version, which, I believe, people only buy because of the great graphics. It's one of those games I sadly call 'nice graphics shame about the gameplay'. However, if it got to number two there must be a market for CD32 software. Just think, if *Mortal Kombat 2* was released it would probably sell even more copies!
I also read in a magazine recently that the CD32 would sadly die and I'm afraid if Amiga don't do something quick then the prophesy might just come true' Please, please, please say something that will prove me wrong and make me glad I brought a CD32
Lee Anthony

I remember that TV commercial. Very similar to the *Nintendo Street Fighter II Turbo* ad' that was doing the rounds at about the same time. They both involved a big cyborg in a scientists lab having a right old gaming bonanza. The difference being that the Nintendo one was all Industrial Light and Magic effects and the Amiga one was a bit, well, crap!

Onto brighter things — despite its apparent low profile, the CD32 is still responsible for a very large proportion of interactive CD software, the reason being the low price of games, I'm sure. Combined with the fact that most CD32 titles are at least of reasonable quality compared with the Mega-CD which is awash with flashy dross, the future can't be all bad. And with loads of reet snazzy new games to look forward to such as *Legends* and *Alien Breed 3D* there's certainly more than enough cause for optimism.

Thanks for the best (even if it is the one and only) CD32 magazine. Alas I do have a few suggestions for improvements that could and should be made

1 Include a regular PD section, because there are many PD CD-Roms available

2 Try and include Zappo drive compatibility in your reviews.

3 Include a regular video CD section as there's loads of them out, or coming out soon

4 Regular budget reviews section

5 Have a cheat section incorporated into your tips part of the mag — not all of us want full-blown game guides.

6 Just a pedantic one, you've forgotten to put the Gamer Gold award by *Roadkill* in the index.

7 Reduce cover price back down to £4.99, as almost six quid is a lot — I can get a game for that price from Rumbelows.

8 Re-incorporate the release schedule, although it's not accurate, it's a good guide as to what is coming out in the future.

9 Have a little diagram on reviews showing what buttons do what — similar to CU

10 Have a games helpline where people write in asking for help. If you can't help, invite the readers to solve them.

11 Ask the readers to send in game guides, maps, hints, tips and cheats.

12 Include a feature every now and then on educational CD's.

13 Continue doing the special issues, they're a brill idea and great VFM.

I hope you take these suggestions seriously and keep up the good work on the magazine!
Yours faithfully
Howard Knibbs

Some very good points! Any readers with cheats and/or hints are welcome to send them in and we'll include a mini-tips section with the rest of the tips. Just make sure you mark your envelopes as tips mail to avoid confusion. On the subject of budget reviews, we try to give games as much coverage as they deserve and not discriminate between budget and full price releases. If a game's good enough it'll get four pages no matter what the price. The exceptions are big name releases which'll get more coverage even if they are a bit on the naff side. That's market forces for you.

We'll be doing another Zappo feature in the next couple of issues to let you know what's going on, and maybe a troubleshooter's guide for anyone having trouble getting things to work. Unfortunately we don't have a Zappo in the office at the mo' so it's a bit difficult including compatiblity in the standard reviews.

If any other readers want more Video CD reviews, feel free to write in. If the response is good enough we'll certainly give it some thought.

Finally, glad you like the special issues. We're just trying to do our bit to bring you top quality titles at a price you can't afford to miss.

.....

Firstly well done for a fine magazine. I really like the way you treat the CD32 as a serious Games console, not a cheap toy, but on to the real point of my letter.

I have read in many Amiga magazines (I also own a 1200), about people whining on about how bad the spec is on the CD32 and how all these new super consoles will steam roller over it. Well I say shut up! The CD32 is just as good as those and any other game machine for one very good reason, playable games. Yes, playable. Call me a revolutionary if you like, but I reckon a good game has a lot of game play in it. I want to PLAY my games not sit around and watch them. For example take *Formula One Grand Prix* and *Daytona USA*. I grant you that the latter has jaw dropping graphics and the other hasn't, but both are exceptionally playable and this is the important element. It does not matter about the spec of a machine you play a game on, merely the playability. I mean look how popular spectrum emulators are! Look at *Marvin's Marvellous Adventure* and *Guardian*. They are not Ultra 64 bit, with true colour and billions of pixels moving per second etc, etc, but who cares? I could play them all day long, happy as Larry!

On a different note I would like to back up what Peter Broxton said in issue 6. I think the CD32 looks great! It certainly complements my hi-fi very well.
Keep up the good work!
Yours faithfully
Paul Palmer

I don't think there's any thing wrong with the spec of the CD32. It's certainly streets ahead of other popular CD console formats, notably the Mega-CD. Okay, so maybe it's not quite up there with the next generation systems.

What it does is bridge the gap between traditional hardware and the new stuff, giving you classic arcade style games as well as the ability to produce playable 'CD-style' games to boot. As you say, playability is the key and, thankfully, the CD32 has it in buckets.

.....

Congratulations on an excellent CD32 games mag!

The special edition *Lamborghini American Challenge* was brilliant. Things just get better!

Please could you print my letter as I feel people need the answers to these questions

1 Commodore- the big issue- what? what? what? I speak German which is bad enough, can't they explain anything in English or do they only write in Chinese?

2 When will *TFX*, *Mega Race* and *Inferno* be coming out and how about a playable demo on the coverdisc of these games?
Richard Collins, Nottingham

Glad you liked *Lamborghini*! As for your first question - what the blazes are you on about man? As soon as we get the beef on the other games you mention we'll be more than happy to put you in the know. Demo-wise — stay tuned, you never know what might be just around the corner!

.....

Firstly I would like to congratulate you on an outstanding publication that gives me, a proud CD32 owner, something to look forward too. Now down to business. I have one minor complaint about issue 8 of CD32 Gamer. When I loaded the title screen up I discovered in the top right hand corner boldly written 'Issue 9'. Is this just a minor niggle with the disk, or have I missed an issue? Enough banter, question time!

1 Are there any plans to release the following games on the CD32 : *Creature Shock* or *Street Fighter II*, as it is said in Amiga Power that there was?

2 When will the FMV add-on be re-released and will it be cheaper?

I would be very grateful if you could reply to this in your mag as this is the second time I have written.
James Pearson, Telford

Oops, you've tumbled our gaff. That was a mistake on the ish eight CD. We hoped no-one would notice but you did and we apologise. Sorry!

We haven't got anything confirmed for *Creature Shock* and *Street Fighter II* but we'll let you know if anything turns up. I certainly wouldn't get too excited. I haven't played *Creature Shock*, but if *SF2* appears it'll almost certainly be part of the original Amiga version which was really quite dreadful!

Again, don't hold your breath for the FMV cart. We'll check it out and maybe do a feature in a forthcoming issue.

.....

This is not the first time I have written and thank you for answering my troubled mind. The last time I wrote to you I had not purchased a CD32, but a couple of months back I finally bought one, which I was rather pleased about, but now I have a few more questions to ask.

1 I have heard about the release of the new communicator 2. Is it possible to connect my CD32 to my A500, so that my A500 will be upgraded to a 1200?

2 I have heard that *Mega Race* will be released on the CD32. When will it actually happen?

3 Could you put the following machines in order of technical abilities: CD32 3DO SNES Megadrive PSX Saturn Ultra 64 bit

4 Why didn't Commodore, Oops, I mean Amiga, try to make an effort to improve the spec of the CD32 instead of making a perfect clone of the A1200? Being honest I don't really think 32-bit, 14Mhz with 2 mb of ram with the capabilities of 256 colours a game is really going to compete with bigger named consoles.

5 Did Christmas improve the sales of the CD32 Exactly how many of us are out there now?

6 What is the point of F.M.V? Why did Amiga release it? All it's used for is watching videos and playing music. Exactly how many F.M.V. units have been sold anyway?
Thank you
Kokho Lee, Telford
P.S One problem I have found is that most shops don't sell CD32 games
P.P.S On issue 5 someone reviewed *Manchester United League Champions* and criticised Roy Keane. Well I have a message for him. Whoever he supports are probably a load of crap and Roy Keane is probably better than their whole squad put together, so there!

Glad we were able to help. Let's see if we can do the same again, shall we?

1 No, you can't upgrade your A500 to an A1200. On the subject of the Communicator 2, I suggest you check out Buys Jo's letter in last months mail section before purchasing said item.

2.Don't know yet.

3 Why?

4 To compete on a level with the next generation machines would require a whole new hardware base which is pretty and unlikely at the moment.

5 I honestly haven't got a clue, but I'm sure it's more than nine!

6 I think you've answered your own question there!

Without wanting to give offence, this magazine is a 100% Roy Keane free zone. He's got a daft hair-do (unlike yours truly) and swears at refs too much. What an unpleasant man!

I recently purchased issue one of the CD32 Gamer Special with *Lamborghini* on the cover. I was very impressed with the game, but that joy turned to anger when I opened the CD case and found the demo disc was missing

It states in the magazine that the special magazine features all the usual playable demos as well. The only solution I can think of is that the disc was stolen in the shop, but as I thought it was in the case with the *Lamborghini* game I am clearly not to blame.

Please could you forward my disc to me so I can enjoy these demos.

Steven Penney, Co. Durham

Calm down, calm down, don't get yourself into a tizzy. Nobody's nabbed your disc. The demos and everything are all on the CD along with the *Lamborghini*. Just hold down the appropriate button and press reset to load the game of your choice. Check out issue eight CD instructions for what's what (it's next to the title screen on page six).

I was just reading through some old issues of your glorious magazine, then it just hit me — damn it, I've been meaning to write to you for ages but never made the time. I guess I must have been busy trying to complete the demo of *Super Stardust* courtesy of the cover disc on the Special Edition issue.

Firstly thanks for a superb magazine which just snowballs with quality every month. It's just a pity that a month's an awful long time to wait for the next issue. Well done — how's about two issues a month? Okay, I won't go on!

During the festive period the CD32 has turned me into a shiny disc magpie. Thanks to a National Lottery win I was able to spend just that bit more on new games. And no, I'm not that guy who won the £18 million. It was only four numbers so no begging letters please. My wife was bad enough!

I ordered the following titles: *Tower Assault, Rise of the Robots, Jungle Strike, Beneath a Steel Sky, Mega Race* and *World Cup Golf*. All that came to just under £130 from Special Reserve mail order. How many Sega/Nintendo titles could you get for that sort of money? Three, maybe four at a push. The point I'd like to make to any paranoid CD32 owner is to be thankful you don't pay £45 plus for a game that usually turns out to be average on a comparative system.

I used to own a Sega Mega Drive and Mega-CD and paid these sort of prices for software. That was the major decision factor for buying my CD32 in the first place.

I've been curious about all these new magazines for the next generation super consoles as to how they see the CD32 in comparison. Most are not too bad and are quite fair in their reviews but others choose to ignore the CD32 in favour of the Sony Playstation, Saturn, 3DO and the Nintendo Ultra, all of which, with the exception of the 3DO, have not been officially released in the UK, and won't be until late '95, and I bet that slips. So please, to all next generation mags, give the consoles that are available in the UK a chance to breathe. After all, they did make the first brave steps into the 32-bit era.

Software support for the CD32 is becoming more and more encouraging. It's good to actually go to a shop and stumble over a totally unexpected release eg *Sub War 2050* and *PGA European Tour Golf* from Ocean. That came as a pleasant surprise.

I picked up the PC CD-ROM version of *World Cup Golf* in Dixons the other week and on the box it actually illustrates CD32 screenshots. They look amazing. I just hope it has the all-important ingredient — playability

I phoned US Gold and they say that it won't be available until March. I trust they mean March '95

Could you please find out if there will be a Mk2 version of the SX-1 expansion which will enable significant accelerator capabilities to the CD32. I've read rumours in other Amiga magazines that they are working on it. Is this true?

Roger Greg, Kirkcaldy

March '95, yes .... don't worry. Mind you, I've got a sneaking suspicion it might have been delayed slightly, but it's probably nothing serious.

Anyway, it's good to hear from people who've been around and arrived at the CD32 as the most consistent and wallet-friendly CD console around. I'm not going to be patronising and give it the old 'everyone should throw away their Mega Drives' routine but there's no doubt the CD32 is the best for what it does at the price.

On the SX-1 front, rumours are rumours and until confirmation, so they remain. In other words, we don't know either yet. Keep your eyes on the news section for the news as it breaks.

I'd just like to say how good the SX-1 expansion is for the CD32. Just before Christmas I sold my trusty A500 and brought the SX-1 and a keyboard from Special Reserve. I plugged in my A500 external drive, loaded up the CD from volume 6 of CD32 Gamer, put a blank disk in the drive and then selected the disksaver utility. This excellent utility allows me to save to the floppy disk instead of the CD32's internal memory. No longer am I limited to a 1K save slot. I must also mention that the picture quality of the RGB port on the SX-1 is superb.

The SX1 also allows me to load many other Amiga titles. Examples include *Syndicate*, the A1200 version of *Jurassic Park* (a game which we were told was coming to the CD but never appeared), *Deluxe Paint* and *Wordsworth*. Other compatible titles can be seen in the special reserve adverts. Old games can also be loaded via the PD utility Relokick, which emulates the 1.3 operating system and allows the CD32 to load games such as my all time favourite RPG, Fairytale.

I am sure that other CD32 users would appreciate reviews of the Multi media expansion cartridge and the Wizard Drive, which for the cost of one Nintendo game, £50, can transform your CD32 into an A1200

If more CD32 owners buy a disk-drive, the CD32 will no longer be limited to running games which it can save in 1K of memory

Software companies should provide the following save game facilities:

1 Support a floppy disk directly

2 Use a reset proof Ram disk which is present until the CD32 is switched off

3 Save to the CD32 internal memory using less space

. Use passwords in adventure games at regular intervals, which when combined with a reset-proof ram disk will avoid frustration

The CD32 is still the best 32 bit console, mainly because of the Amiga software and the cost of games. Technically it is not the best, but with support from A1200 users who want to avoid disk swapping and would like CD quality music, it should do well. Hopefully, when the Commodore situation is finally sorted out the CD32 will get the support it deserves

Could you please answer the following questions

1 Is *Turrican 3* ever going to be published by Renegade?

2 Is there a *Virtual Fighters*-style game being written? (I am sure that Acid could produce one)

3 Are there any other *Doom*-style games being produced other than *Death Mask*?

4 Could you put *Monkey Island 2, Indiana Jones* and the *Fate of Atlantis* on your cover disks?

Can I also say thanks to Christian Gines, the author of the CD32 Disk Saver. Keep up the good work

Keep improving the quality of your cover mounted CD

R P Summerfield, Stoke-on-Trent

The message is simple, folks. Get the SX-1 and let the software producers know about it. Enough letters might just sway their heads. I've used another PD utility (or it may be the same one under a different name), Kick 1.3, which boosts compatibility of older Amiga titles with the 600 and AGA machines. Check out the PD ads elsewhere in the mag and give 'em a ring to find out more.

I know people who've bought CD32s want more CD-only software, but why ignore the huge floppy-base which contains hundreds of classic titles?

Onto your questions:

1 There's no plans at the moment.

2 Again, the answers no I'm afraid. If you want a beat-'em-up, look out for *Shadow Fighter* from Gremlin real soon. It's not polygon based but it looks the best yet.

3. *Alien Breed 3D*, previewed this ish, should be a stormer!

4. There's no CD versions around at the

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March Sup

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Team 17's now classic *Super Stardust* rates among one of the finest shoot-'em-ups available on this or any other system. While obviously a derivative of classic arcade games, *Super Stardust* has that all important ingredient – playability – to go with the stunning graphics and fine addictive qualities. The Wynne bros were ecstatic over the release, enthusing "In short, *Super Stardust* is probably the most impressive piece of visual trickery the CD32 has yet seen. It may not have the wit or humour of *Litil Divil*, or the macabre atmosphere of *Dark Seed*, but for arcade-style visuals this is way out in front... For its challenge, truly arcade intensity and stunning visuals, there's no doubt that *Super Stardust* is going to be a really big hit." Ah, never a truer word said, lads. Now's your chance to take advantage of a really special special offer (ah, what wordsmiths we are), so get your chequebooks out and get writing!

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A

ALFRED CHICKEN
Mindscape
Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels
ACG Rated 78% (Issue 1)

ALIEN BREED
Team 17
An overhead-view blast-'em-up in the Gauntlet vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric
ACG Rated 77% (Issue 1)

ALIEN BREED 2
Team 17
Decent Gauntlet-style, Aliens-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with Tower Assault
ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS
Buzz
The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Fun
ACG Rated 74% (Issue 1)

ARCADE POOL
Team 17
Sophisticated it's not, but for quick action entertainment this is hard to beat, with some tough opposition
ACG Rated 88% (Issue 2)

BANSHEE
Core Design
Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action
ACG Rated 88% (Issue 4)

BATTLE CHESS
Interplay
An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game
ACG Rated 76% (Issue 1)

BATTLETOADS
Mindscape
Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time
ACG Rated 22% (Issue 3)

BEAVERS
Unique
A simplistic and limited platformer, but cute graphics and amusing touches make it reasonably addictive
ACG Rated 75% (Issue 2)

BENEFACTOR
Psygnosis
Strange puzzler with tiny sprites and fine animation. A hybrid of Lemmings and Impossible Mission(!?)
ACG Rated 85% (Issue 9)

BIG 6
Codemasters
Compilation of simple, jolly adventures for lovable ogre hero Dizzy. For the young or young at heart
ACG Rated 89% (Issue 9)

BRIAN THE LION
Psygnosis
An imaginatively varied platformer, thoughtfully upgraded for CD32. Playability isn't all it could be though
ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL
Millennium
A side-scrolling Sf sports game crossing American football with all-out war. Fun, but confusing control system
ACG Rated 55% (Issue 2)

BUBBA 'N' STIX
Core Design
Colourful sprites star in a cartoony platformer. Stix is a great Turtle weapon, and gameplay is entertaining
ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK
Audiogenic
Reasonable if dated platformer. A little too simplistic for comfort. Platform addicts only need apply
ACG Rated 74% (Issue 6)

BUMP 'N' BURN
Grandslam
A straightforward racing game that has you racing your motorbike through mazes and [illegible] and a great two-player mode
ACG Rated 90% (Issue 4)

CANNON FODDER
Virgin
A shoot-'em-up with a difference, as buckets of originality, playability and blood-splattered black humour
ACG Rated 90% (Issue 2)

CASTLES II
Interplay
Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else
ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN
Unique
Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend
ACG Rated 6% (Issue 1)

CHAOS ENGINE
Renegade
Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. Obviously rather unoriginal, but fast and furious action should keep you occupied
ACG Rated 72% (Issue 2)

CHUCK ROCK
Core Design
Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy
ACG Rated 57% (Issue 1)

CHUCK ROCK II : SON OF CHUCK
Core Design
A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The Son of Chuck is a great new platform character, with loads to see
ACG Rated 86% (Issue 2)

CLOCKWISER
Rasputin
Fun puzzle game as you attempt to match patterns on one side of the screen to the other. Level editor gives huge scope for longevity, but not everyone's cup of tea
ACG Rated 81% (Issue 6)

DANGEROUS STREETS
Flair Software
Static, this looks like a big and brash *Sf2* clone. But once things get moving animation proves to be dreadful and gameplay uninvolving
ACG Rated 22% (Issue 1)

DEATH MASK
Alternative
Imagine Gauntlet viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is Death Mask. Looks good and plays the same way
ACG Rated 88% (Issue 9)

DEEP CORE
Ice
Nice intro soundtrack and reasonable in-game graphics can't disguise tedious and uninspired arcade-adventure gameplay
ACG Rated 42% (Issue 1)

D-HERO
Gremlin Graphics
An unoriginal, but still very slick and playable *R-Type* clone. Five big levels packed with furious blasting action.
ACG Rated 85% (Issue 2)

DARK SEED
Cyberdreams
A slow-paced, but intriguing [illegible] game is made brilliant by some [illegible] graphics. HR Giger's otherworldly [illegible] work provides the perfect backdrop for a truly haunting experience.
ACG Rated 98% (Issue 4)

DENNIS
Ocean
Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.
ACG Rated 37% (Issue 1)

DIGGERS
Millennium
A more sophisticated and tougher variation on the *Lemmings* arcade format. Sadly, while the CD soundtrack is brilliant gameplay is frustrating due to an overly complex control system.
ACG Rated 56% (Issue 1)

DONK
Supervision
Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.
ACG Rated 58% (Issue 2)

F

F17
Team 17
A nice-looking and very playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks something in depth compared to *Mansell*.
ACG Rated 73% (Issue 1)

FIELDS OF GLORY
Microprose
The Simulation Kings venture into war-gaming, and attempt to bring this minority genre into the mainstream. Unfortunately, on this occasion they've missed the mark.
ACG Rated 69% (Issue 7)

FIRE & ICE
Renegade
Although it can be a little unfair at times, magnificent music, innovative gameplay and some impressive AGA graphics make this one of the most attractive platformers on CD32.
ACG Rated 87% (Issue 2)

FIRE FORCE
Ice
A side-scrolling *Commando*-style game ruined by poor controls and sluggish responsiveness.
ACG Rated 34% (Issue 1)

FLINK
Psygnosis
Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.
ACG Rated 82% (Issue 9)

FLY HARDER
Buzz
A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.
ACG Rated 52% (Issue 1)

FRONTIER: ELITE II
Gametek
A truly monumental game unrivalled in its galaxy-spanning scope. The controls take a while to master, but overall this is an unmissable epic. Truly impressive.
ACG Rated 95% (Issue 2)

FURY OF THE FURRIES
Mindscape
An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but not much in the way of graphics or sonics.
ACG Rated 75% (Issue 2)

GUARDIAN
CDS Software
A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complimenting a visually stunning game. Play is unrelenting and monotonous in short a perfect shoot-em-up that does justice to the machine at last.
ACG Rated 92% (Issue 5)

GLOBAL EFFECT
Millennium
A slow, uninvolving eco sim, that follows the lifespan of a planet. Challenging and seriously dull.
ACG Rated 55% (N/A)

H

HEIMDALL II
Core Design
ACG Rated [illegible] (Issue 3)

IMPOSSIBLE MISSION 2049
MicroProse
The classic 8bit original is included free and plays rather better than the new, updated version.
ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS
System 3
A less than brilliant conversion of an 8bit classic, is a bit too sluggish and limited to shine on CD32.
ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER
Renegade
Besides recreating the 1994 world cup [illegible] gameplay, graphics and sound.
ACG Rated 92% (Issue 4)

JK

JAMES POND III : OPERATION STARFISH
Millennium
Despite the well-worn puns, this is a slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your new new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the best CD32 platformers.
ACG Rated 78% (Issue 3)

JETSTRIKE
Rasputin
A real gameplayer's delight, packed to bursting with playability, challenge and fantastic attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-em-up action. 200 missions, 60 aircraft and 3 save positions. Don't miss it.
ACG Rated 94% (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL
Buzz
A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better footie sims around, but even if there weren't, I wouldn't buy this.
ACG Rated 32% (Issue 1)

JUNGLE STRIKE
Ocean
The sequel to Desert Strike isn't as polished as [illegible] but still addictive isometric blasting mayhem.
ACG Rated 90% (Issue 7)

KID CHAOS
Ocean
A blatant Sonic clone which copies just about everything except the playability.
ACG Rated 68% (Issue 5)

LABYRINTH OF TIME
Electronic Arts
A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many but it's certainly different.
ACG Rated 78% (Issue 1)

LAST NINJA 3
System 3
Unchanged from its A500 origins, this is showing its age with a remarkably awkward control system and dated if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.
ACG Rated 68% (Issue 3)

LEGACY OF SORASIL
Gremlin
A convincing, truly atmospheric conversion of the HeroQuest role-playing game. Graphics and brilliant sonics make this immediately impressive, while the easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it rather lacking in depth though.
ACG Rated 84% (Issue 3)

LEGACY OF SORASIL
Gremlin
An atmospheric conversion of the *HeroQuest* role-playing game with brilliant graphics and sonics. Easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it lacking in depth though.
ACG Rated 84% (Issue 3)

LEMMINGS
Psygnosis
A truly excellent game, but the CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be much more welcome.
ACG Rated 79% (Issue 2)

[illegible]
[illegible]
[illegible]
ACG Rated [illegible] (Issue [illegible])

LITTLE DIVIL
Gremlin
Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.
ACG Rated 90% (Issue 4)

LOTUS TRILOGY
Gremlin Graphics
A bumper compilation of three now rather dated racing games. Rough.
ACG Rated 60% (Issue 2)

LUNAR-C
Mindscape
A side-scrolling shoot-'em-up which rips off Gradius' power-up system, but none of its variety or playability. (Available in Doublepack with *Overkill*.)
ACG Rated 37% (Issue 1)

M

MARVINS MARVELOUS ADVENTURE
21st Century
Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.
ACG Rated 72% (Issue 7)

MEAN ARENAS
Ico
Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.
ACG Rated 61% (Issue 1)

MICROCOSM
Psygnosis
A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak and frustrating.
ACG Rated 60% (Issue 1)

MORPH
Millennium
An intriguing arcade puzzler where you morph between four different types of blob.
ACG Rated 84% (Issue 1)

MYTH
System 3
Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. A genuinely innovative title in software history.
ACG Rated 71% (Issue 3)

NAUGHTY ONES
Interactivision
A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.
ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF
Grandslam
Best golf available on CD32, like none. Good graphics, masses of playability and although a touch slow, still huge fun.
ACG Rated 90% (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin
A very playable racer with plenty of depth. No two-player mode though.
ACG Rated 74% (Issue 1)

O

OSCAR
Flair Software
Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.
ACG Rated 59% (Issue 1)

OUT TO LUNCH
Mindscape
Inspired by arcade classic *Bubble Bobble*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.
ACG Rated 78% (Issue 4)

OVERKILL
Mindscape
A competent update of the classic Defender coin-op; fast, slick and playable. (In Doublepack with *Lunar-C*.)
ACG Rated 67% (Issue 1)

[illegible]
[illegible]
[illegible]
ACG Rated [illegible] (Issue [illegible])

PINBALL FANTASIES
21st Century Entertainment
Four playable and colourful tables provide masses of fun with great soundtracks. 1-4 player option is fun.
ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS
21st Century
[illegible]
ACG Rated [illegible] (Issue [illegible])

PINKY
Millenium
Cute platform antics as you try to save the mysterious, cosmic dinosaurs from extinction. All the important elements of a traditional platformer but, disappointingly, it makes no real use of the CD32's hardware.
ACG Rated 84% (Issue 6)

PIRATES
MicroProse
Despite a slick new intro and excellent presentation screens, this looks distinctly 8bit with disappointing combat graphics. Underlying gameplay is quite sophisticated though, with a brilliant sense of openness which perfectly suits the pirate theme. Worth investigation.
ACG Rated 79% (Issue 1)

PREMIERE
Core Design
A varied and imaginative platformer flawed by awkward control system. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.
ACG Rated 65% (Issue 2)

PROJECT X
Team 17
A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)
ACG Rated 89% (Issue 1)

QWAK
Team 17
A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great simultaneous two-player mode makes this excellent value. (Doublepack with *Alien Breed*.)
ACG Rated 84% (Issue 1)

Q

RISE OF THE ROBOTS
Mirage
Graphically incredible mechanised beat-'em-up with playability to match. This is the game to show off your CD32. A legend in it's own infancy and a milestone in terms of technical excellence.
ACG Rated 90% (Issue 6)

ROADKILL
Grandslam
Crazy, vicious and futuristic road-racing, this is the LED-Storm for the 90's. If you like the genre you can't go far wrong with a bit of bully ... um, whoops!
ACG Rated 91% (Issue 7)

ROBOCOD
Millennium
A colourful and playable platformer, albeit perhaps a bit easy. Much like the Zool games, this isn't as brilliant as the hype would lead you to believe.
ACG Rated 80% (Issue 1)

RYDER CUP GOLF
Ocean
Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is unconvincing. If golf is your thing though, it's worth checking this recent release out along with *Nick Faldo's Championship Golf*.
ACG Rated 68% (Issue 2)

S

SABRE TEAM
Krisalis
The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of SAS will love the game's depth but others will despair at the slow pace.
ACG Rated 78% (Issue 3)

SECOND SAMURAI
Psygnosis
No different to its A1200 predecessor, this boasts good graphics, imaginatively varied puzzles and a neat two-player mode that extends its playability extensively. Worth a look.
ACG Rated 85% (Issue 3)

SEEK AND DESTROY
Mindscape
A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.
ACG Rated 62% (Issue 1)

SENSIBLE SOCCER
Renegade
Tiny sprites and a control system better suited for joystick than joypad are off-putting, but this is a sophisticated and playable soccer sim.
ACG Rated 91% (Issue 1)

SIMON THE SORCEROR
Adventure Soft
The funniest videogame yet features a brilliant voice performance by Red Dwarf's Chris Barrie. Besides the fantastic soundtrack, this challenging adventure has great graphics and enough puzzles to make this a treasured buy. A great piece of software.
ACG Rated 90% (Issue 4)

SKELETON KREW
Core
Good looking, console-style isometric shoot-'em-up. Gameplay as tough as tough makes it one for hard-nuts only.
ACG Rated 87% (Issue 9)

SLEEPWALKER
Ocean
A novel arcade puzzler where you use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and awkward control system. Strictly love it or hate it software - try before you buy.
ACG Rated 80% (Issue 1)

SOCCER KID
Krisalis
An average looking platformer is made exceptional by an imaginative control system – the eponymous kid is capable of some great stunts with his football.
ACG Rated 88% (Issue 5)

STRIKER
Elite
A shallow, dated A500 footie sim. As well as terrible graphics sound, the ball control is poor and the game plays so quickly it's quite impossible to build any tactical play, as the players run round like they're on speed. As bad a football game as you could wish to find.
ACG Rated 43% (Issue 2)

SUB WAR 2050
Microprose
Atypical Microprose fare. You'll need bags of patience to sit down and suss out all the idiosyncrasies but, as with most of their games, doing so is highly rewarding. Sim nuts will go bananas, others should suck it and see.
ACG Rated 82% (Issue 8)

SUMMER OLYMPIX
Flair
Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming. The annoying random progression of events caps off a game too bad to think about.
ACG Rated 37% (Issue 2)

SUPERFROG
Team 17
While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.
ACG Rated 85% (Issue 2)

SUPER METHANE BROTHERS
Apache Software
Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode.
ACG Rated 83% (Issue 3)

SUPER PUTTY
System 3
An entertaining and original platformer, and one of the better early CD32 releases.
ACG Rated 70% (N/A)

SUPER STARDUST
Team 17
Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.
ACG Rated 90% (Issue 5)

THE LOST VIKINGS
Interplay
One of the best games around, this features three Vikings taking on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles.
ACG Rated 90% (Issue 1)

THEME PARK
Mindscape
The one and only amusement park simulator anywhere in the world. Take Sim City, add a few cartoony sprites, a healthy dose of fun and playability and you're halfway there.
ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA
A dreadful platformer which looks like an 8bit game and plays even worse. In a sane country, this would be banned, but with luck, there won't be too many shops stocking it. Worth buying our back Issue 1 just to laugh.
ACG Rated 8% (Issue 1)

TOP GEAR 2
Gremlin
The *Lotus* game engine is reused again. Faster and slicker than before, but the tracks are monotonous, handling uninvolving and the music awful. Not really a viable option for CD32 racing fans.
ACG Rated 75% (Issue 4)

TOTAL CARNAGE
Ice
A classic coin-op almost totally ruined by sluggish movement, poor collision detection and lousy control system. Graphics are appaling, the sound's dire and no nice FMV interludes. A truly awful conversion of a brill game that is almost baffling in its poorness. NEXT!
ACG Rated 45% (Issue 2)

TOWER ASSAULT
Team 17
The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type for ages!
ACG Rated 91% (Issue 7)

TROLLS
Flair Software
A cutesy platformer with 14 different levels. Very similar to, but less colourful than *Oscar*. Strictly for young 'uns only, despite some innovative graphics. Buy the toys, watch the cartoon!
ACG Rated 67% (Issue 1)

U W

UFO — ENEMY UNKNOWN
Microprose
A rather fine conversion of the PC classic, let down by slow responses and and irksome controls. If you can ignore these factors, therein lurks a challenging treat for gamers who like a bit of action with their strategy.
ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS
Team 17
A truly humongous beat-'em-up with no less than 23 characters, numerous combat moves and incredible addictiveness. As well as the normal one or two-player modes, there's a superb knockout bout that makes the whole thing tremendous fun, but most impressive has to be the phenomenal speed the thing plays at (there's three turbo settings). AGA graphics and 16 CD soundtracks add the finishing touches to this brill product.
ACG Rated 93% (Issue 2)

UNIVERSE
Core Design
A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.
ACG Rated 88% (Issue 5)

VITAL LIGHT
Millenium
Strange hybrid of *Space Invaders* and *Tetris*. This is a reaction test of the highest order but gameplay gets repetitive and variety comes at a premium. 30 knicker is a bit on the pricey side for what's on offer.
ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER
Audiogenic
Despite a wealth of play options and a novel choice of two view options (isometric and *Sensi* style) this falls down on poor joypad responses and unintelligent computer selection of your players. Ambitious, but flawed.
ACG Rated 76% (Issue 3)

WHALE'S VOYAGE
Flair Software
A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics, which seriously diminishes the impression this potentially big game makes.
ACG Rated 80% (Issue 1)

WILD CUP SOCCER
Millennium
Sure, it looks gorgeous but this ultraviolent sports sim has minimal gameplay.
ACG Rated 65% (Issue 5)

WING COMMANDER
Electronic Arts
The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.
ACG Rated 86% (Issue 1)

Z

ZOOL
Gremlin
Masses of hype, masses of onscreen colour, a great FMV-style intro and impressive CD soundtracks. It's a tremendous shame then, that gameplay's so limited. Zool is not exciting enough to become an icon - too humourless to be cute and too drab to be dangerous.
ACG Rated 60% (Issue 1)

ZOOL 2
Gremlin Graphics
Slick Silicon Graphics presentation sequences, good CD tracks and impressive AGA graphics throughout, but gameplay lacks zest and the first, CD32 specific level is utterly banal. This ant-like hero needs a serious overhaul if he is going to wander towards the CD32 for a third time...
ACG Rated 70% (Issue 2)

Back issues

Our subscriptions and mail-order department now has a twenty-four hour answering service (featuring an answering machine after 6pm) to take all your calls on 0202 780578.

Magazines (With Disks)

These are still available magazine and disk intact. Order now to avoid disappointment!

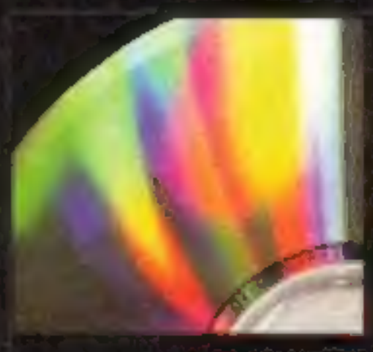
issue 5 Full reviews of Super Stardust, Guardian and Universe. Previews of UFO, BloodNet, Star Crusader, The Big Engine and Baldy. PD column reviewing latest PD compilations. ZCL and Archos Zappo fully reviewed, plus tips featuring Jetstrike. CD includes Tower Assault and Marvin's Marvellous Mission.

issue 7 CD32-enhanced Tower Assault review, plus Beneath the Steel Sky, Roadkill, Fields of Glory, Marvin's Marvellous Adventure, Alien Breed II and Jungle Strike. Previews of Evasive Action, World CUp Golf and more. There's a Universe solution plus Gunship 200 tips. Disk includes Bump and Burn, Beneath a Steel Sky, Kid Choas...

issue 7 SPECIAL Identical to our regular CD32 Gamer 7, except that, a.long with all the top game demos detailed left, you also get the complete game of *Lamborghini American Challenge* from Titus Software! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

issue 8 At last! Theme Park arrives! Also reviewed - Pinball Illusions, PGA Euro Tour, Subwar 2050. Preview of Frontier II plus David Braben interview. Tips include Beneath A Steal Sky solution. Cover CD features our most popular cover demos such as Banshee, Body Blows, Chaos Engine and others, also features new Clockwiser demo.

issue 9 Skeleton Krew blasts onto the CD32 and gets a full review.Also features interview with the programmners of UFO II. Reviewed: Flink, Benefactor and the Dizzy Collection. More Jetstrike and Jungle Strike tips. Cover CD features Emerald Mines, The Big Engine and Akira along with more classic demos.



Disks Only

The following are available as disks only, without the actual magazines, and thus are being offered for a mind-blowing £3.95 including p&p. Can't say fairer than that, can we guv?

issue 2 Packed cover disk featuring Cannon Fodder, Heimdall II, Ultimate Body Blows, Fire and Ice, The Chaos Engine and Banshee plus more PD and shareware than you could shake a rubber chicken at.

issue 3 Aha! Enter the realms of the Legacy Of Sorasil with our cover-disk from issue three. Other goodies include Lotus Esprit Turbo Challenge, Zool, D/Hero and Nigel Mansell. Lots more PD and shareware too.

issue 4 Eeek - the Litil Divil found his way onto this month's coverdisk, being one of the best looking games around, Jetstrike, Superfrog, Arcade Pool and a host of other demos, shareware and PD decided to join him too.

issue 6 Rise to the occasion with Rise of the Robots, the main feature of this coverdisk. Bubble and Squeak and a peek at Wembley International Soccer, plus, yes, even *more* Shareware and PD can be found languishing here too.

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Published by Paragon Publishing
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tel: 0202 299900
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